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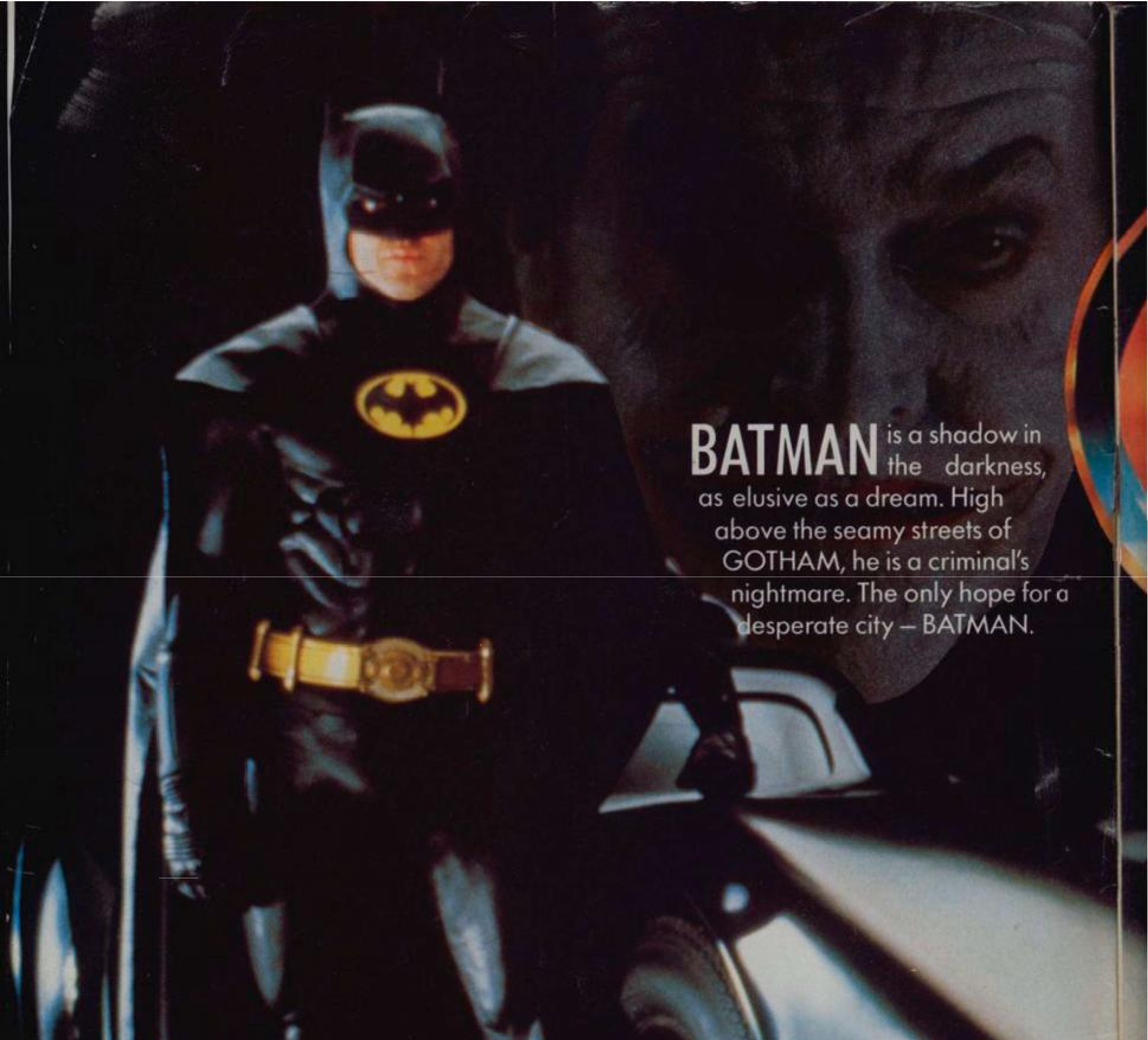

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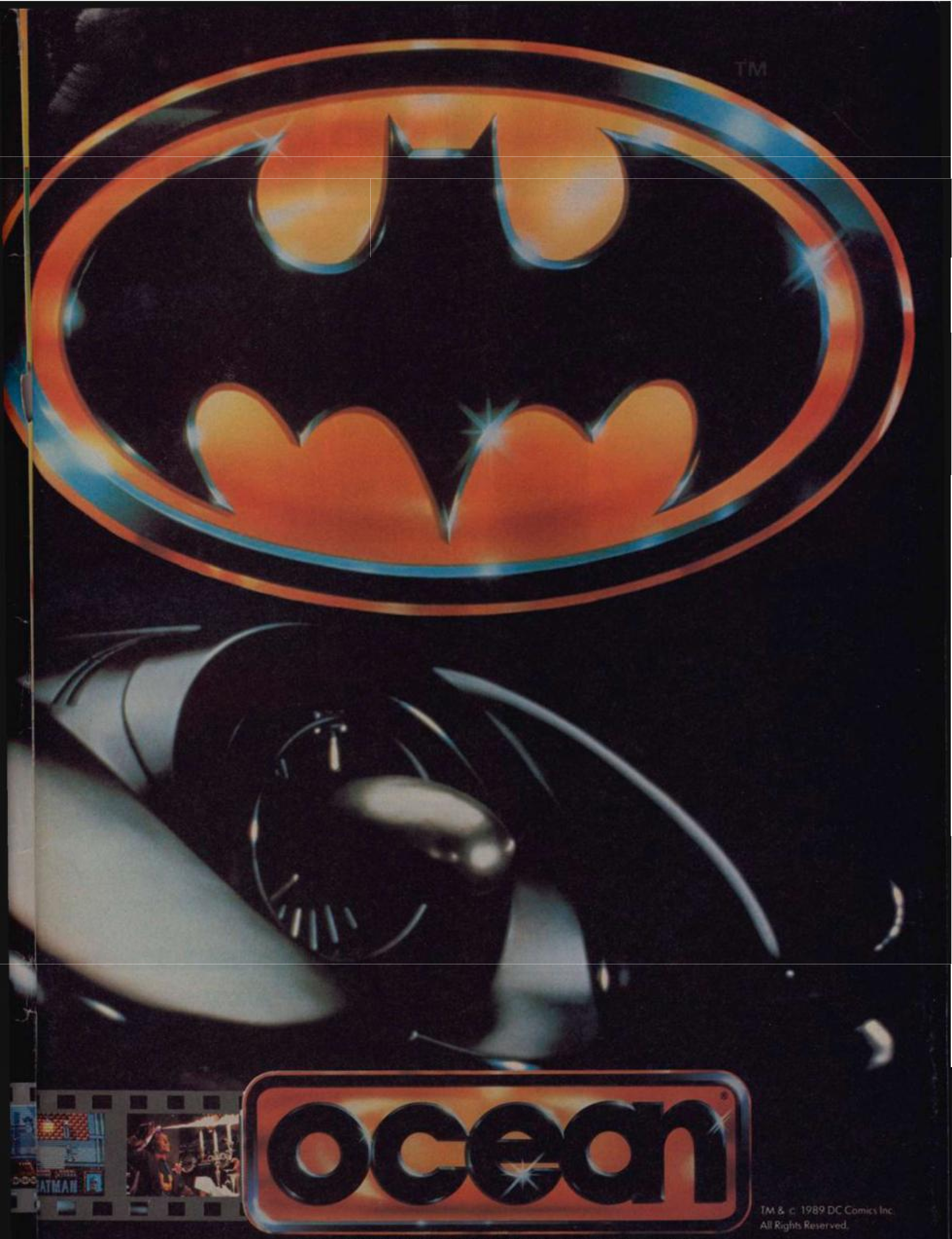

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KONIX HERE AT LAST 8

After months of anticipation, the Konix Multisystem has arrived at last. We give you the lowdown on how the console works, and we've also got screen shots of the first four Konix games. Check 'em out.

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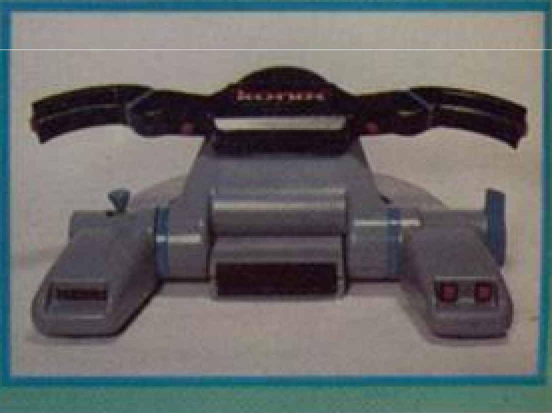

EDITOR: JULIAN "JAZ" RIGNALL
Jaz recently got taken to the UK Teddy Bear Show by Glenys... but he assures us that all the cuddliness hasn't affected his games playing abilities!

ART EDITOR: ANDREA "OOH LA-LA" WALKER
Andrea's been rushing around like a blue-bottomed fly this month in preparation for her trip to France. Fortunately she hasn't been practising her French on us!

STAFF WRITER: PAUL "HARD" GLANCEY
This month Paul's been hard in every sense of the word (oo-er missus). The climax of the month for him was when he took delivery of a hard drive for his PC.

CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ART ASSISTANT: Osman Browne ADVERTISING MANAGER: Nigel Taylor DEP ADS MAN-

MEGA COMPS

THE HOTLINES 24

A PC Engine, copies of Strider, a Bat-goodie bag, and £150.00 of software are all up for grabs on our amazing C+VG Hotlines. Dial 'em up and just listen...

A LEGENDARY COMP 52

Wow! A fab video cassette recorder and a copy of the Jason and the Argonauts video is first prize in this comp with a mythological feel!

POWER COMP 90

Three mega first prizes of PC Engines are up for grabs, as well as twenty joysticks from Power Play in this unbelievably simple comp.

GO TO MOSCOW 95

In this simply incredible competition you can win a trip to the circus. Not any circus, mind you, but the Moscow State Circus in Russia! And you can take a partner! And you also get seven days' sightseeing in Moscow!!

BOMB IT! 104

Activision have gone completely bonkers, and have a massive 150 (count 'em) model aircraft on offer in this Bomber comp! Wheeeee! Booom!

PREVIEWS 122

We've got some red hot news on forthcoming releases, including the 16 bit versions of Batman, Cabal on the C64, Toobin', Microprose's incredible new tank simulator, M1 Tank Platoon, the new tennis simulation from Ubi Soft, Great Courts Tennis, Ocean's stunning 16 bit flight simulator, F-29 Retaliator, Cycles, the new motorcycle racing game from Accolade, and Hardball II! And that's just for starters...

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HOLOPREVIEWS 25

We tell you how best to display your Holopreviews, and also have news on what other amazing Holograms will be FREE on the cover of C+VG! You just won't believe it!!

PLAYMASTERS 27

Jaz has a veritable goodie-bag of lovely hints and tips, including a complete guide to Winning Run, Lords of the Rising Sun, Thunderbirds and War in Middle Earth. And there's the highscores too!

ARCADES 100

Five hot new coin-ops are revealed this month, including Rastan II, a brilliant 3D shoot 'em up called Aquattack, and Rambo III! And we've got the Official UK Highscore Table too!!

MEAN MACHINES 108

The completely amazing conversion of Ghouls 'n' Ghosts is exclusively reviewed on the Sega Megadrive, and we've also got the first Megadrive football game, World Cup Soccer. For PC Engine owners we've got a review of Yaksa, a new Space Harrier clone.

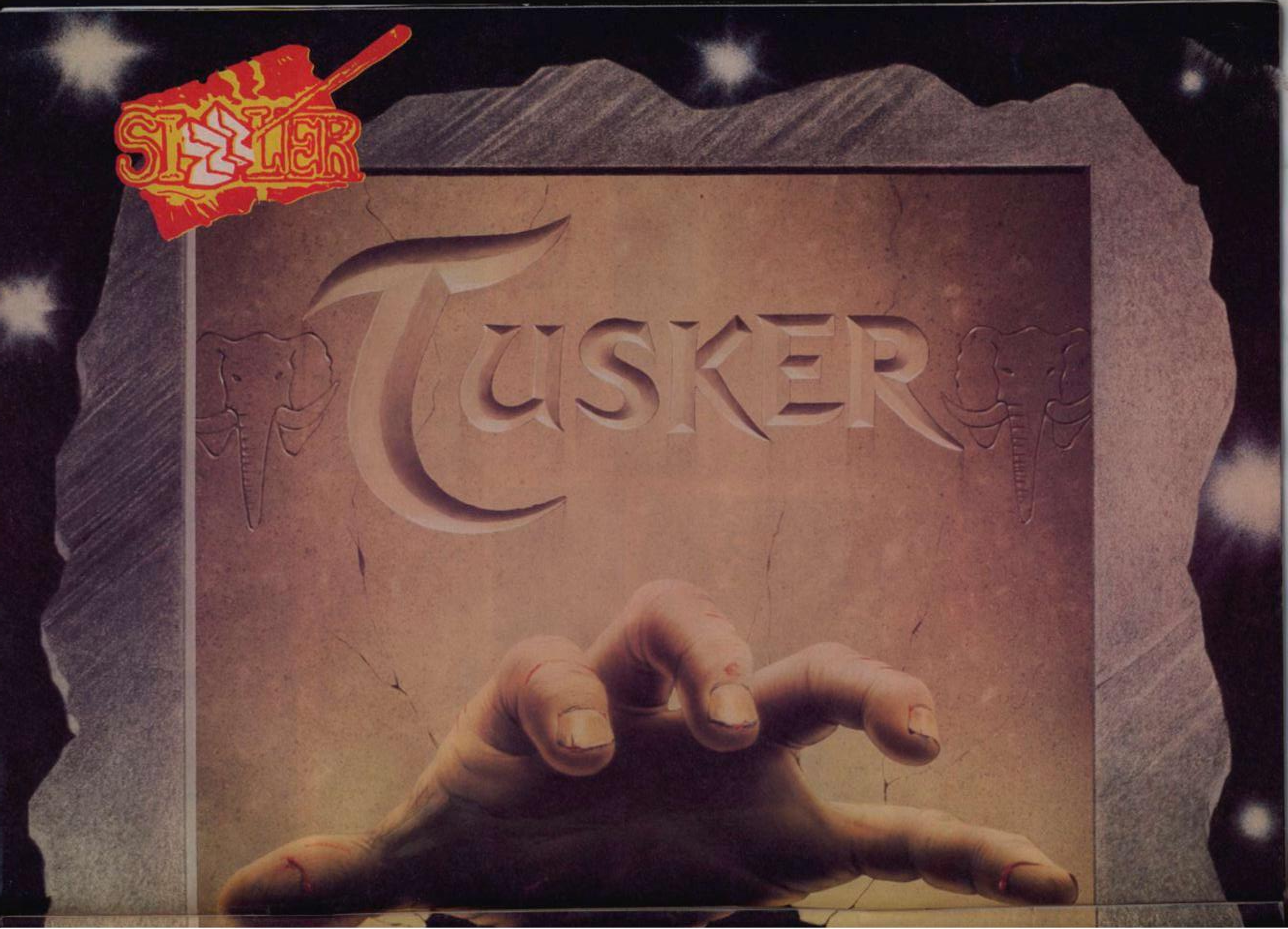
OS MANAGER: NIGEL 'KING KONG' TAYLOR
ige is confused at the oment - he's been atching England and orkshire cricket this eason, and can't work ut which one's worse!

DEP ADS MANAGER: JO COOKE
Jo's been on her hols lazing around the French beaches this month, doing no work at all...

SALES EXEC: TINA "COR-LADA" ZANELLI
Tina's got a Lada called Lionel and reckons she's heard every Lada joke. Perhaps you've got some? If so, write to the YOB - prizes for the best ones!

PRODUCTION ASSISTANT: GLENYS "SOFT TOY" POWELL
Went to the UK Teddy Bear Show with Jaz and bought two new bears - a police-bear and a thief-bear. "They're good friends" says Glenys. Aaah!

AGER Joanna Cooke SALES EXEC Tina Zanelli PRODUCTION ASSISTANT Glenys Powell PUBLISHER: Graham Taylor SUBSCRIPTION ENQUIRIES: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL: 0733 555161. FAX: 0733 62788. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222. FAX 01 490 1095.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ONE MAN'S DREAM
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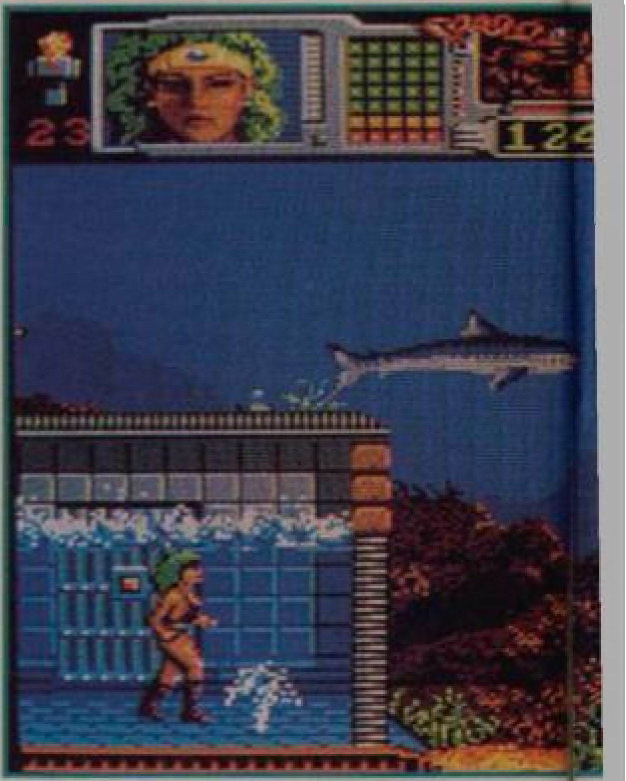
S Y S T E M · 3

KONIX HERE

The long-awaited addition to the swelling consoles market has just about arrived. From October, the Konix Multisystem, which could possibly be the best home games machine yet, will be in stores across the nation priced at just over £200. Paul had a Glancey at the machine...



INCREDIBLE SPEC

On paper at least, the Konix wipes the floor with every other console, and some of its features even put the wind up powerful 16 bit home computers such as the Amiga and ST. Check out the specifications box below and you'll see that for the price, it's technical specification is outstanding.

State of the art custom circuitry put the Multisystem's graphics and sound capabilities beyond even the Amiga. Like the Amiga, the Konix has a Blitter chip which can shift large graphics around the screen at speed, but unlike the Amiga, the Konix hardware can mix sprites and vector graphics with equal ease making it even more flexible from the programmers' point of view.

The machine is equally well catered for sonically. The audio hardware provides high quality 25 channel stereo sonics on a par with Yamaha's DX-7 synth! Of course you can listen to the Konix through the TV, or, even better, you can plug headphones or a stereo amplifier straight into the jack socket on the back of the machine.

SHAKE, RATTLE AND ROLL

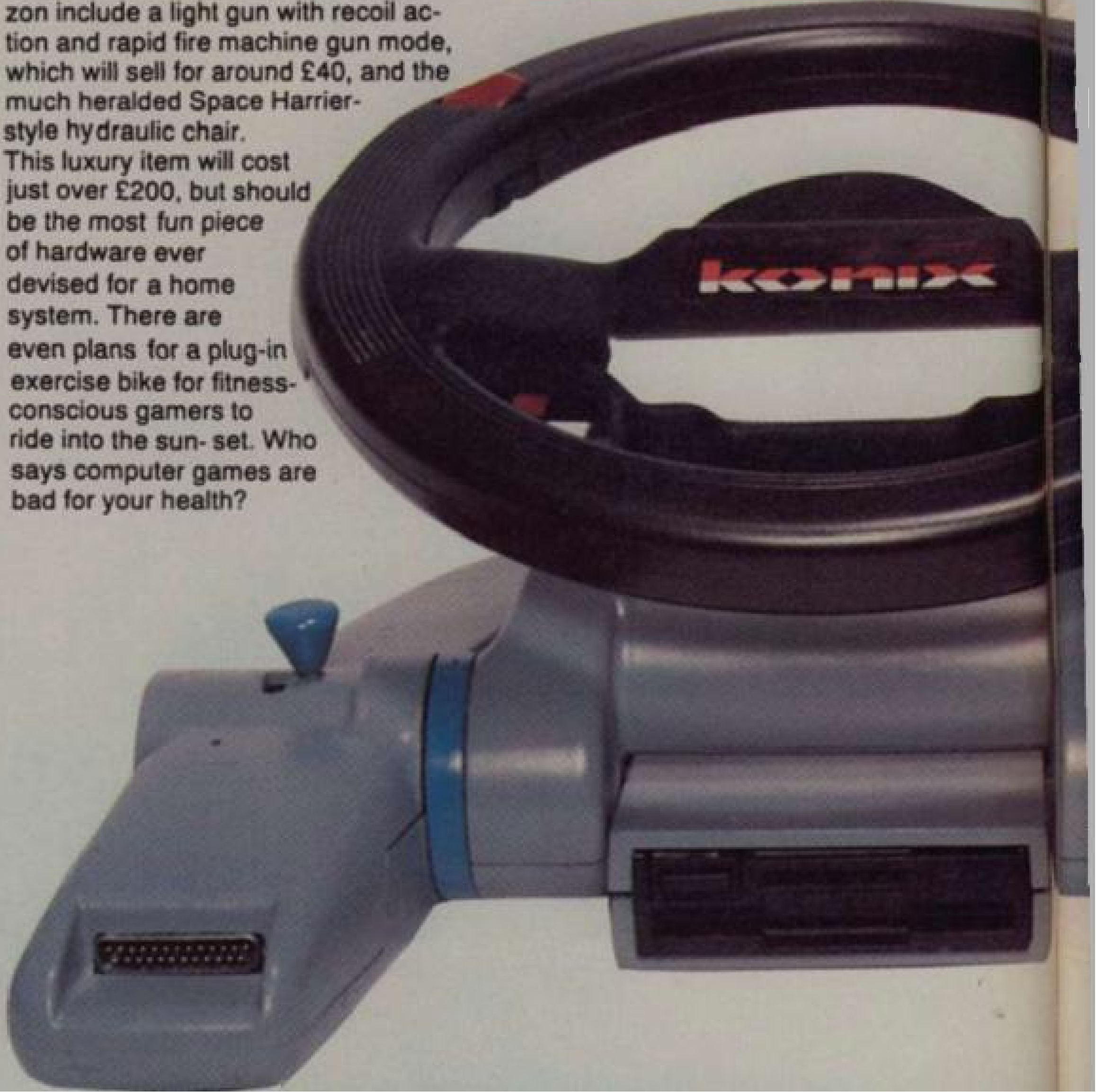
What puts the Konix Multisystem even further ahead of the field are its vast range of control options. A microswitched Konix Navigator joystick comes with the package, but even more exciting is the innovative analogue steering controller which can adapt itself to suit three different game types.

For burnin' up the highway on a motorbike, the controller can become a pair of handlebars, but twist the ends of the handlebars up and you have a yoke, perfect for flight simulation or Afterburner-style games. You can also clip a plastic steering wheel over the yoke - plug in the supplied foot pedals and you have the ultimate driving experience! For even more realism, the controller has solenoids inside it, giving it the ability to shake in your hands should you drive over rough ground or nose-dive into a runway.

However you configure the controller, two independent fire buttons always fall easily under your thumbs and on the right of the console, there's an analogue lever which can double up as a throttle or a gear shift, or indeed anything else Konix programmers can dream up.

NOT THE COMFY CHAIR

Other hardware add-ons on the horizon include a light gun with recoil action and rapid fire machine gun mode, which will sell for around £40, and the much heralded Space Harrier-style hydraulic chair. This luxury item will cost just over £200, but should be the most fun piece of hardware ever devised for a home system. There are even plans for a plug-in exercise bike for fitness-conscious gamers to ride into the sun-set. Who says computer games are bad for your health?



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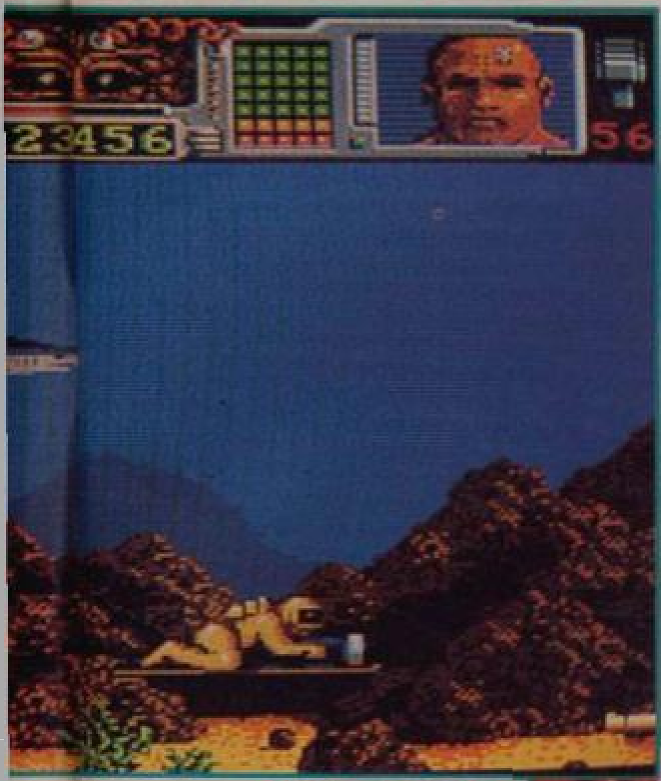


▲ *Hammerfist by Visual Images.*

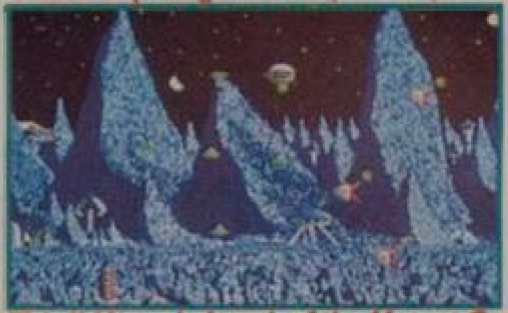
THE GAMES

With such amazing hardware, many software producers have expressed interest in producing software for the Multisystem. Last month we told you about Llamasoft's superb Attack of the Mutant Camels, and Hammerfist from Visual Image, but Konix are hoping to launch at least 20 titles alongside the machine when it is released. Here we have pictures of Last Ninja II from System 3 and Star Ray from Logotron - two conversions, both of which easily match their home computer counterparts in quality.

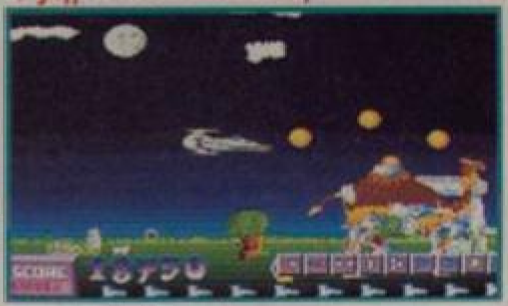
At the moment there's no news of any arcade conversions for the machine - strange really, considering its specifications it sounds an ideal machine to convert coin-ops to.

Konix software will come on pirate-proof 3.5" 880K disks which just slot into the built-in drive, as well as cartridge, and will cost between £15 and £20. If the Multisystem gets the software support it deserves, it has the potential to be a real world beater. Keep watching the mag - we'll be keeping you posted...

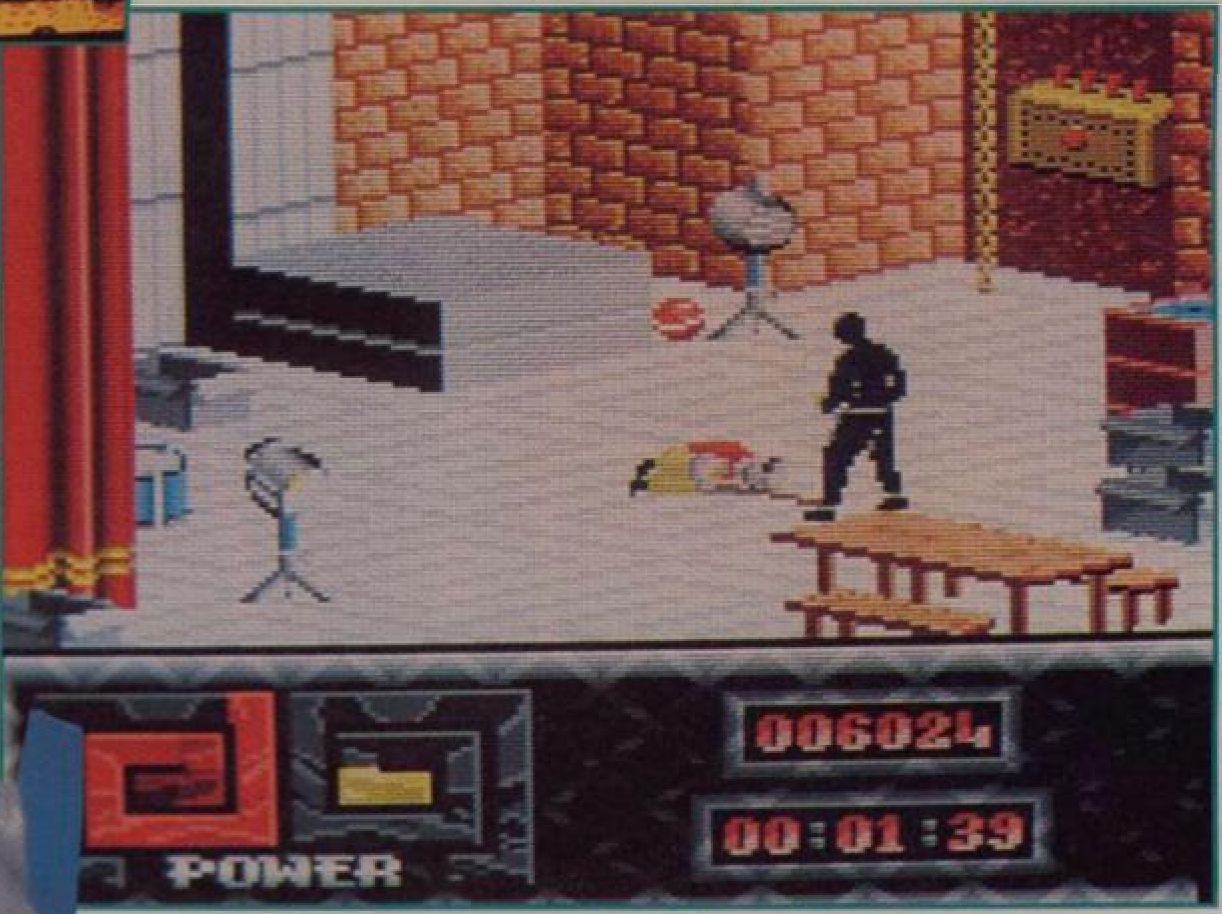
▼ *Star Ray - Logotron's superb Defender variant.*

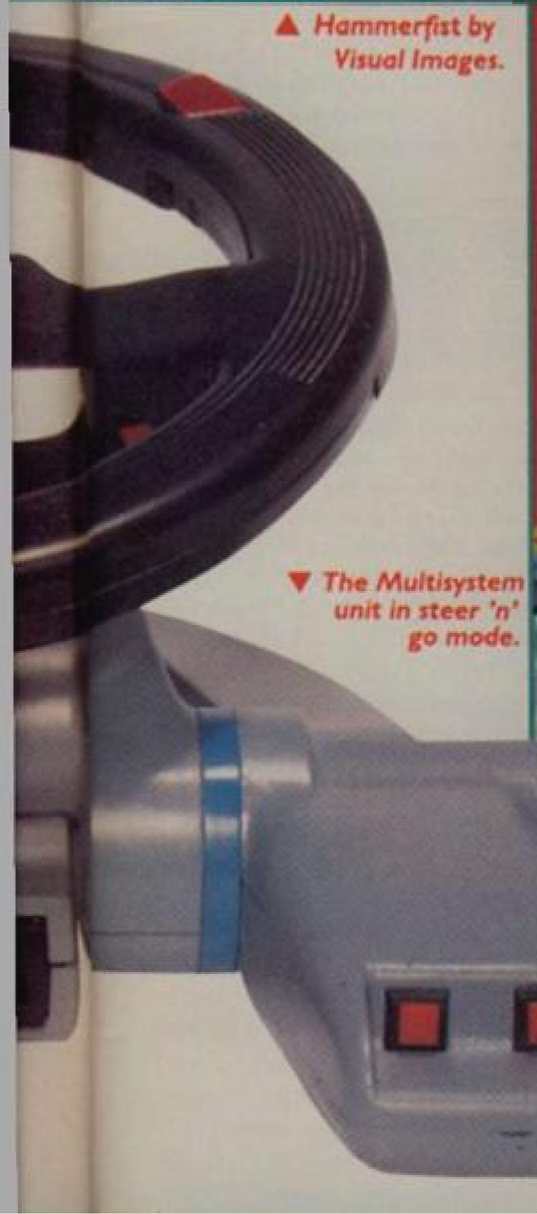


▼ *Jeff Minter's Attack of the Mutant Camels.*



▼ *System 3's Last Ninja 2.*





▼ *The Multisystem unit in steer 'n' go mode.*

MULTISYSTEM SPECIFICATIONS

ON-BOARD MEMORY 256K
GRAPHICS RESOLUTION OF 512X200 PIXELS
COLOUR PALETTE 4,096 COLOURS
SOUND 25-CHANNEL STEREO CD QUALITY SOUND
DISPLAY OUTPUT STANDARD TV OR RGB COMPOSITE VIDEO
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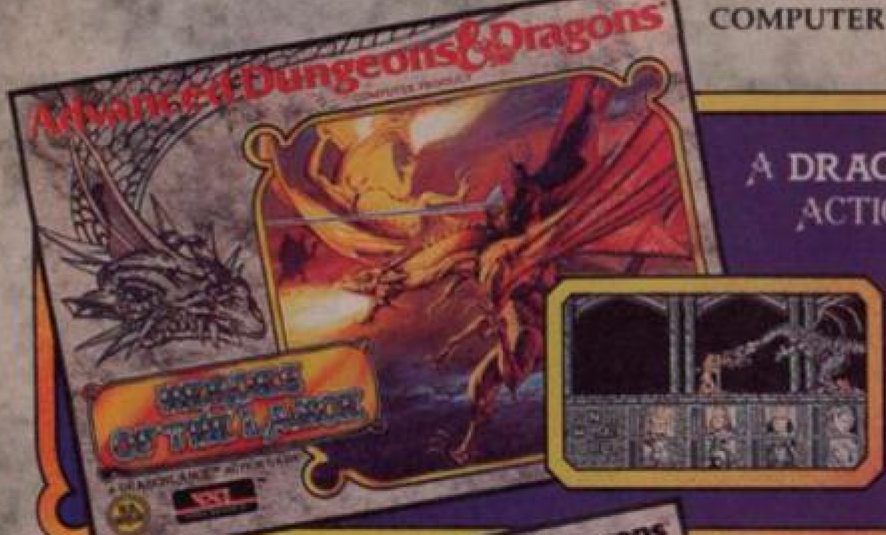

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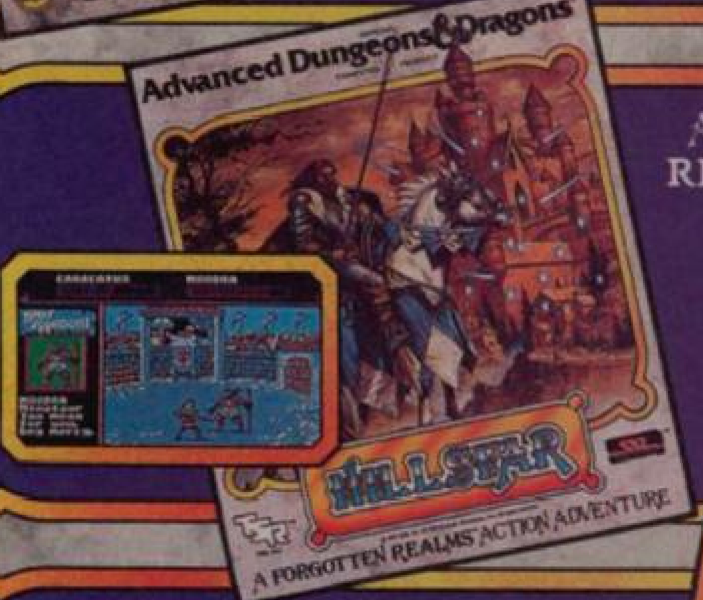

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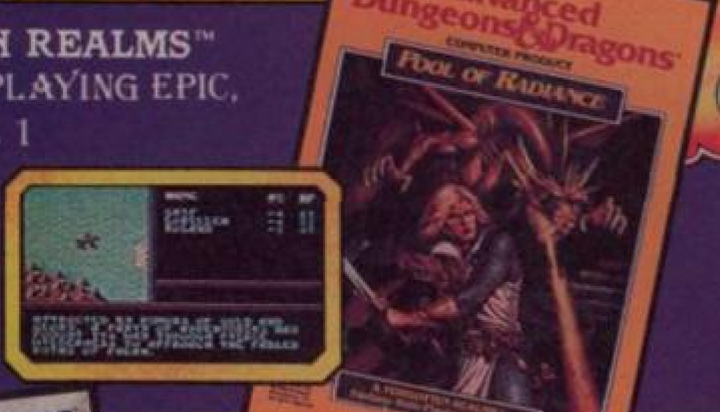

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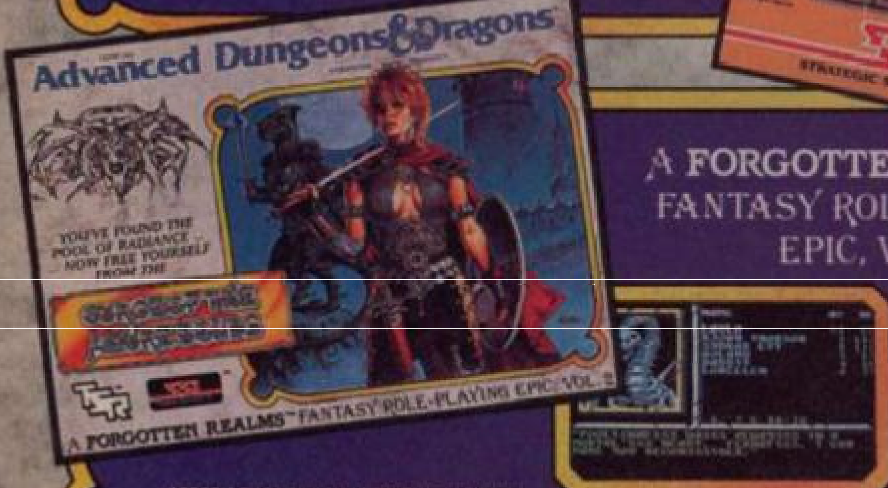

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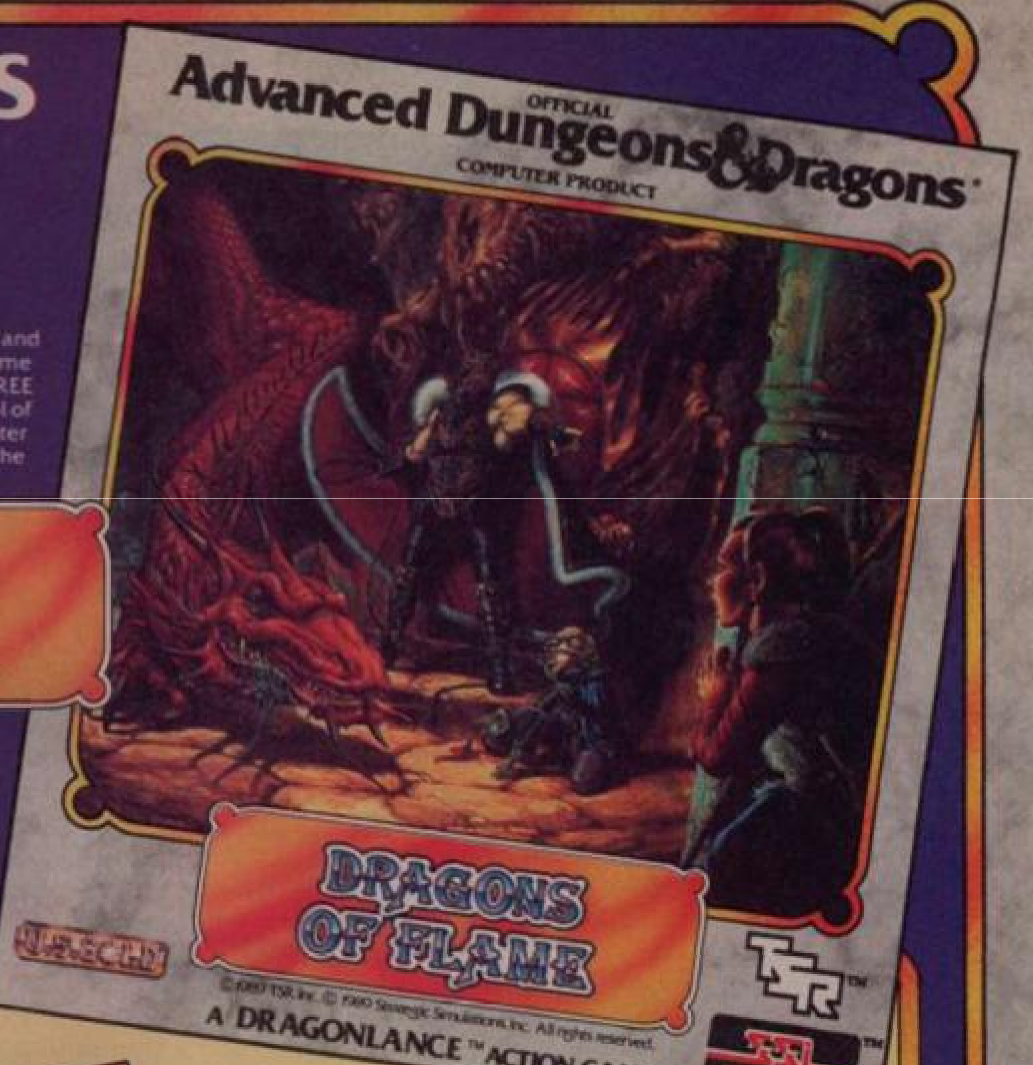

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JOYSTICKS ENTER FOURTH DIMENSION

Special guest star in the C+VG New Joysticks Spot this month is Fourth Dimension's Rapier. It's a chunky beast, designed for table-top stability rather than hand-held comfort, and even though the Rapier shuns those oh-so passe micro-switched movement mechanisms, it remains remarkably responsive (it's become a firm favourite of C+VG joystick jocks, Paul and Jaz). The fire buttons (which are microswitched) are so sensitive that Fourth Dimension reckon the addition of an autofire switch would be superfluous. Its steel shaft and rugged construction mean it'll survive even the longest Daley Thompson Runs A Long Way session with even the craziest waggler at the helm.

At £14.95 (RRP) it'd be great VFM, but to you, the C+VG reader, Mr Jones is prepared to let them go at a for an extra special introductory offer price of only £12.95 (inc p+p)! So, if you feel the need for a brilliant traditional stick that'll last for donkey's years, send a cheque payable to Fourth Dimension Computing Ltd to **Fourth Dimension C+VG Stick Offer, Fourth Dimension Computing, Unit N, Lon Las Workshops, Skewen, West Glamorgan, SA10 6RP.**

SATELLITE TELLY

Broadsword, the team that brought you ITV's award-winning fantasy RPG, Knightmare, are now working on a new TV show for screening next year on British Satellite Broadcasting. Appropriately enough, the programme is called The Satellite Game, and is set inside the Enigma, a huge computerised bomb orbiting the Earth. Teams of three players guide a robot called Larry into Enigma, solving the problems it sets in an attempt to convince it that there is intelligent life on Earth and blowing everyone up would be a pretty bad move.

Like Knightmare, The Satellite Game makes heavy use of computer graphics. The sets are all produced on a mega graphics computer, and at certain points in the game, the players get a 3D view through Larry's photosensors. This bit has been designed by that esteemed softco, Incentive and uses their Freescape system to provide full perspective views of the Enigma's innards.

So, if you reckon you could put together a team of three 11-16 year olds to take on the Enigma challenge, Broadsword want to hear from you. Write for an application form to **Broadsword TV Productions, Anglia TV, Anglia House, Norwich, NR1 3JG.**

BSB
BRITISH SATELLITE BROADCASTING
THE SATELLITE GAME

IT'S SHOW-TIME!!

It's that PC Show time of the year again, and across the nation things are proceeding apace for this industry mega-event. Venue for the show is once again Earls Court, and Joe Public can get in on Saturday the 30th of September and Sunday the 1st of October, for the princely sum of 3.50.

Who's going to be there? Well, there's the whole mad-dog bunch of us for a start! Even Andrea "The Knife" Walker has promised to be there, on the condition that she gets a separate booth to sell autographs and kisses from.

Amongst the main attractions will be the usual whopper of an Ocean stand, which is guaranteed to be packed with coin-ops. They'll be showing off their conversions of Chase HQ, Cabal and Operation Thunderbolt, as well as Batman (yay!), Beach Volleyball, Lost Patrol, Ivanhoe and F-29 Retaliator (previewed this ish).

Coin-op converters Activision are also planning to pack their stand with recent arcade licenses. Expect to find (m)any of the following: Galaxy Force, Power Drift, Altered Beast, and their two latest signings, Atomic Robo Kid and Ninja Spirit - all on free play!

Coin-ops in large quantities will also be making an appearance on US Gold's stand. They were loathe to give away details, but a spokesperson promised that the stand design would be something very different - "it'll be well worth visiting", they say.

Virgin Mastertronic are also planning a massive stand, with a 16-screen video wall on which they will be showing off their upcoming releases. As well as being able to check out the latest Sega games (and play the Super Monaco Grand Prix and Power Drift coin-ops), you should also be able to see the conversions of Shinobi, Ninja Warriors, Double Dragon II and Continental Circus.

GAZZA'S FOOTAH

Who's this cheeky young son of a striker? Why, it's Paul "Gazza" Gascoigne of course, star of Tottenham Hotspur FC and now of Empire's upcoming footy game, which goes under the well-sophiss title of Gazza's Super Soccer. Apparently, what distinguishes it from the multitude of similar games is the control method, which lets the player take free kicks and other set pieces as well as choose which team member he's controlling off the ball. A Boot-o-meter even gives you control over the spin your foot is applying to the ball! And in spite of all this, Empire claim the game's joystick control will be "rather simple and intuitive". Goodness! How will they manage it? Full story - next month.

Saint & Greavsie

The Ultimate Soccer Trivia Game

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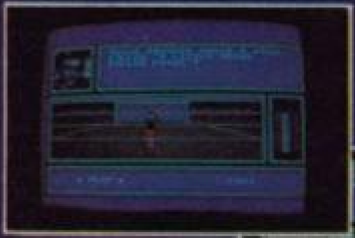
AMIGA



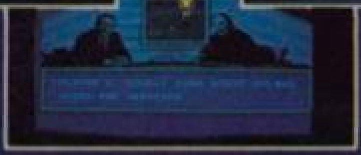
AMSTRAD

SPECTRUM

C64

SPECTRUM

ATARI ST



AMIGA

Saint + Greavsie is a 1-4 player soccer Trivia game based on the board game endorsed by Ian St. John and Jimmy Greaves. With a choice from 3 categories - HOME, AWAY or DERBY, each with a varying degree of difficulty and with over 2000 questions to answer, this is your chance to test your knowledge of football. Choose a player and a team to represent you and he will be shown taking a penalty when a question is being answered. The outcome of which will depend on whether your answer is correct or not! With excellent graphics and music and with digitised pictures on the 16 bit machines, this is a trivia game suited to anyone with an interest in football. A must for all football and trivia fans. As Jimmy Greaves says "It's a funny ol' game".

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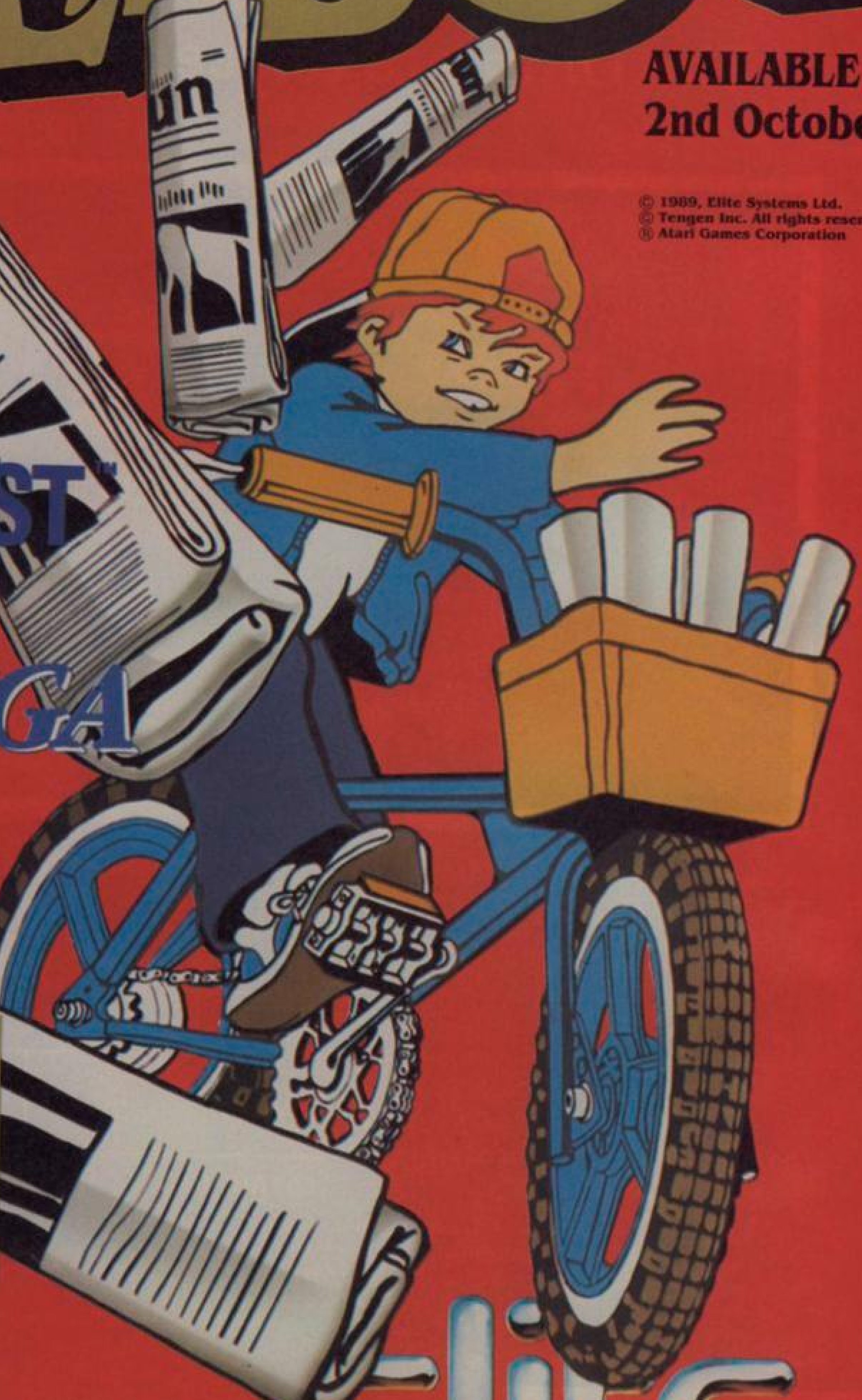

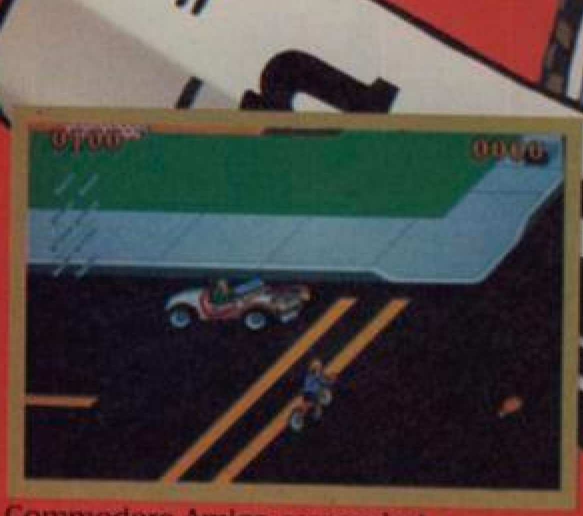

Commodore Amiga screenshot

elite

Elite Systems Limited, Anchor House, Anchor Road, Aldridge,
Walsall, West Midlands WS9 8PW, England
Consumer Hot Line: (0922) 743408

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PLAYER-1
3900
TOP SCORE
27100
TIME
1:21

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Ocean's game of the incredible Bat-film gets a HIT! review!

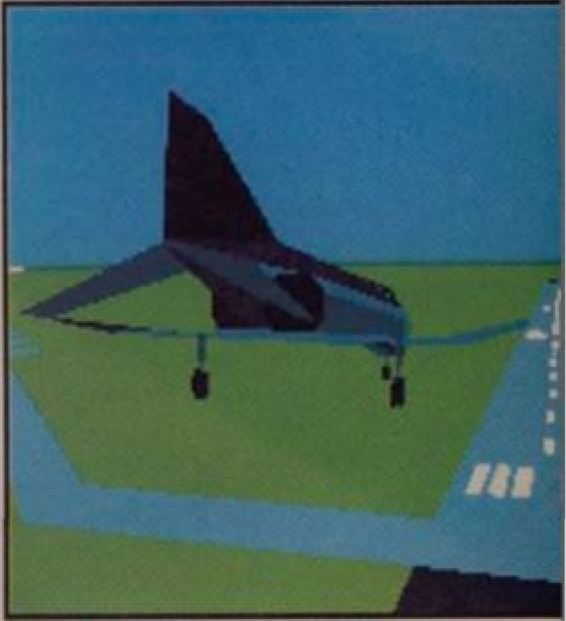
SIM CITY 42
Create your very own City and watch it flourish in this amazing game from the States.

MYTH 50
System 3's latest is a graphically stunning arcade adventure with a mythological theme.

F15 II 56
This fabulous flight/combat simulator incorporates the most realistic 3D view ever seen!

BOMBER 86
Take to the skies and become Top Gun in this thrilling combat simulator.

GHOULS 'N' GHOSTS 116
An incredible Megadrive conversion - it's arcade perfect.



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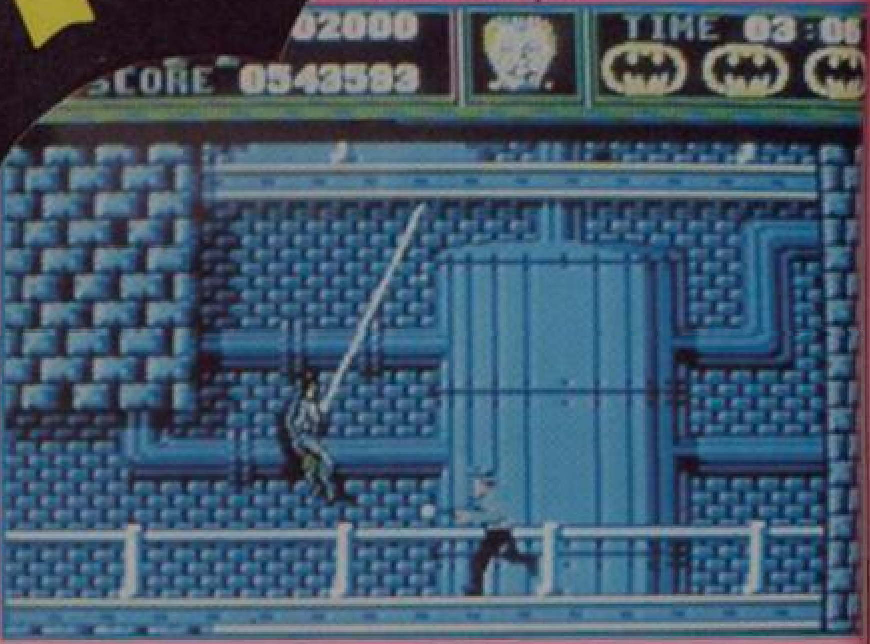
BATMAN

BY OCEAN

SCORE
HI-SCORE

▼ Dodging bullets on the bat-rope.



Batman is surely one of THE biggest movies of all time. It's everywhere. And now you can even play the role of the caped crusader himself and battle the evil Joker in the dark and grimy streets of a computerised Gotham city!

Batman the Movie is Ocean's third Bat-game, the previous two being licensed from the DC comics. It follows the plot of the film very closely, with five levels adapted directly from scenes in the movie. The first level is a multidirectionally scrolling platform game set in the massive Axis chemical factory. The objective is to reach the end of the level and confront Jack Napier, the leader of the villains, and dispose of him.

Between you and him are a myriad of hazard-packed screens. Steam jets shoot out from broken pipes, acid drips from the ceiling and marauding baddies open fire with pistols - all wear down Batman's energy, and he only has three bat-lives.

Batman is armed with a baterang and batrope which he can fire at the roof and hoist himself up to the next screen, or use to swing across gaps in the factory floor. He can even fire it at enemies and knock them out, rather than having to engage in a fist-fight at close range.

Level two puts you behind the wheel of the batmobile as you race down a heavily congested horizontally scrolling road and attempt to escape from the Joker's van. Every so often you have to take a sharp left turn by either slowing down and skidding around the bend, or by extending the bat-hook to catch a lamp post and swing you round the corner at top speed (timing is crucial for this move - miss and you smash into the wall). Fail to turn when indicated and you crash into a police roadblock.

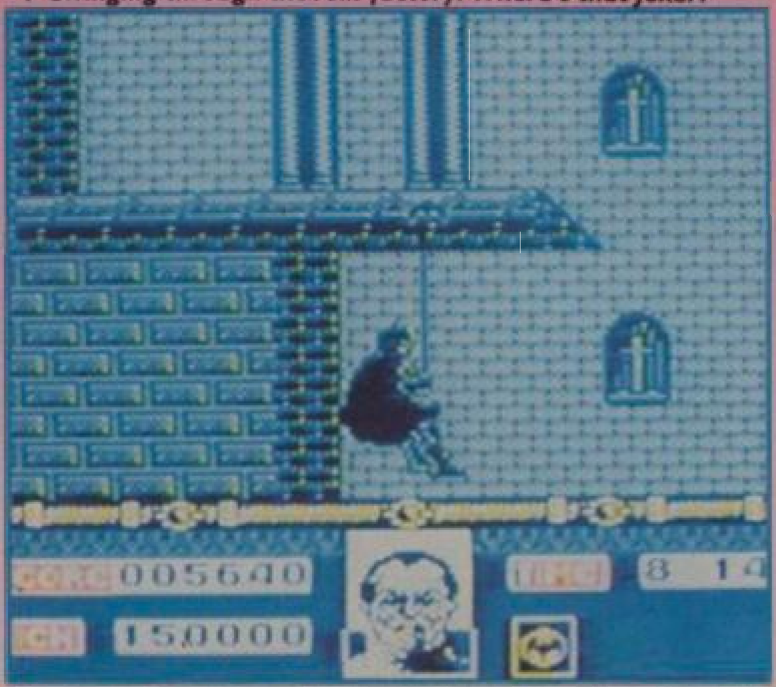
The third level is a mini puzzle game. The Joker has poisoned three household items, and you have one minute to work out which of the ten are deadly through a process of elimination, rather like the old board game, Mastermind.

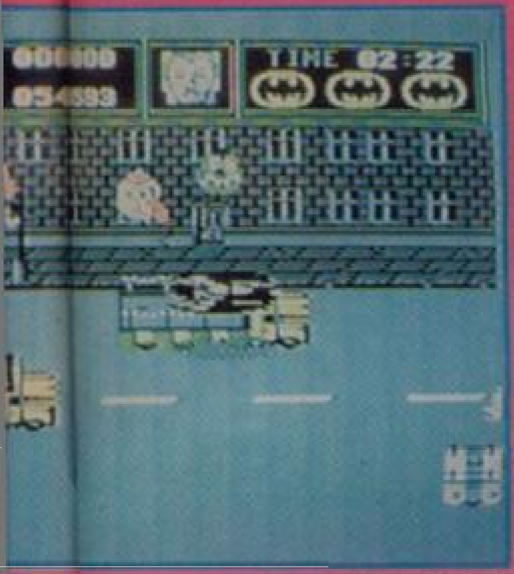
Sort out the poison, and it's time to fly the Batwing. Gotham City carnival is in progress, but *little do the onlookers know* that the Joker has filled the balloons attached to the floats with nerve gas. Batman knows though, and has to fly the Batwing down the scrolling main street and cut the balloon strings so that the balloons *fly harmlessly* away. Miss balloons, or run into them and energy is lost.

The final confrontation takes place in the Cathedral, which is a similar platform-type game to level one. Again the map is vast, and tracking down the Joker takes time, as well as a little cartography. I'm not going to tell you what you have to do at the end, 'cos that'll ruin the film if you haven't already seen it.

To be honest, Ocean could have produced a mediocre Bat-

▼ Swinging through the Axis factory. Where's that Joker?





▲ *Meanwhile... in Gotham City...*

game and it still would have sold well on the strength of the film alone. But they haven't. Batman is a superb game, and captures the atmosphere and excitement of the movie perfectly with five challenging levels.

The graphics and sound on both the Spectrum and C64 versions are excellent, and the gameplay is highly addictive, with enough variety to satisfy the most demanding Batfans.

Batman is definitely the best film tie-in yet - if you enjoyed the film, make sure you don't miss the game.

JULIAN RIGNALL

SPECTRUM	£9.99
GRAPHICS	88%
SOUND	85%
VALUE	88%
PLAYABILITY	92%

A beautifully crafted film tie-in which fully captures the excitement and atmosphere of the movie.

OVERALL 92%

C64 £9.99

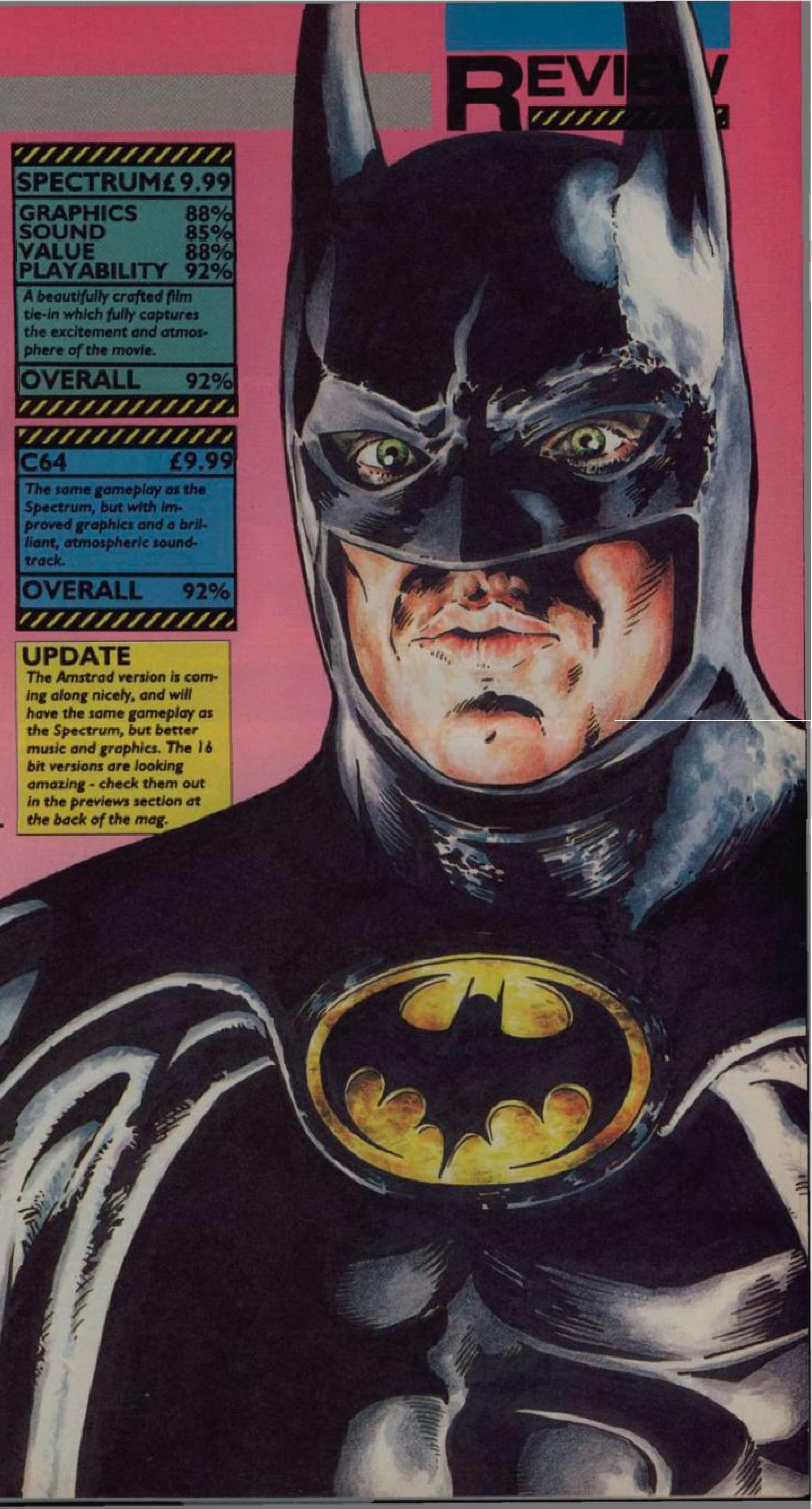
The same gameplay as the Spectrum, but with improved graphics and a brilliant, atmospheric soundtrack.

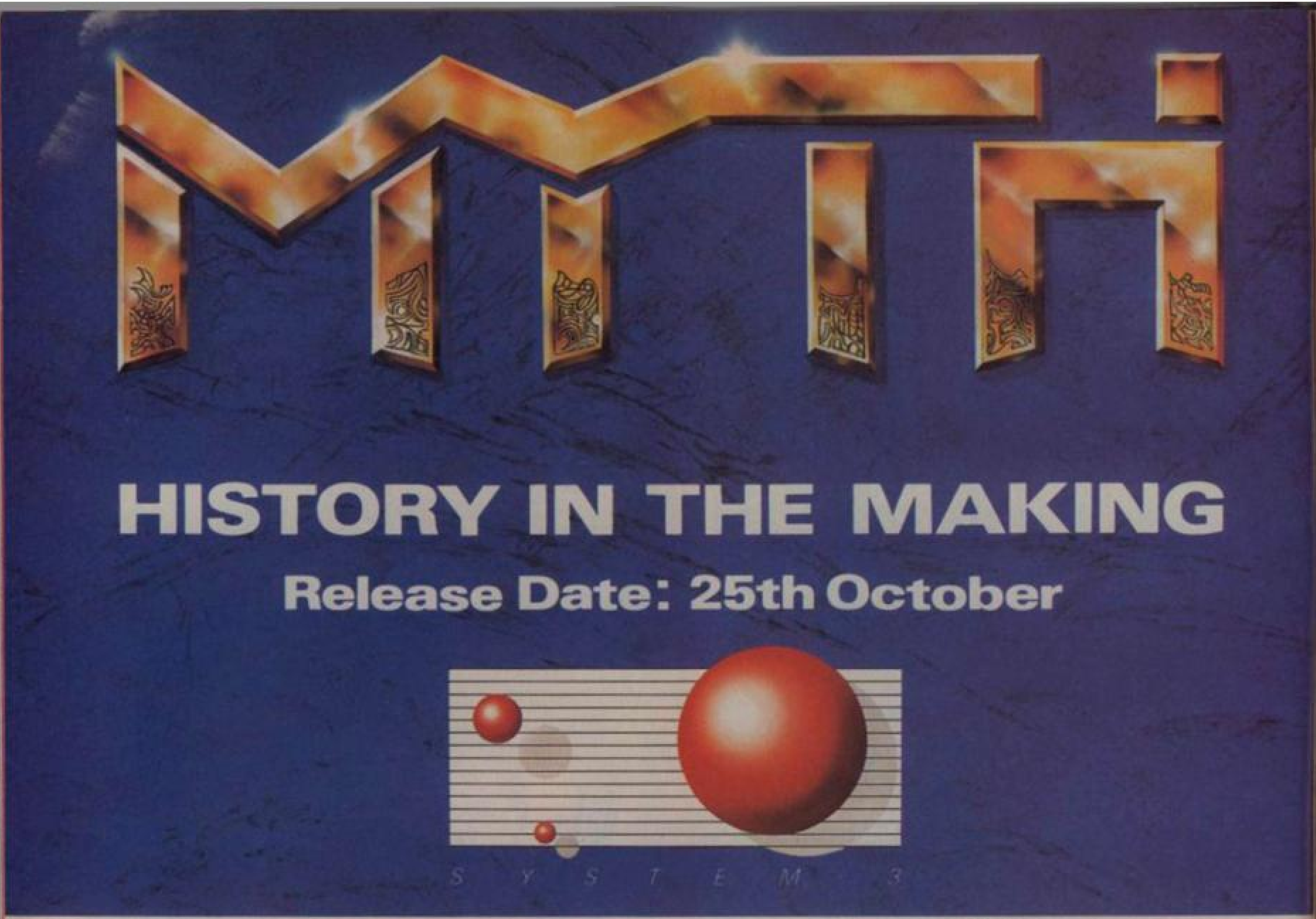
OVERALL 92%

UPDATE

The Amstrad version is coming along nicely, and will have the same gameplay as the Spectrum, but better music and graphics. The 16 bit versions are looking amazing - check them out in the previews section at the back of the mag.

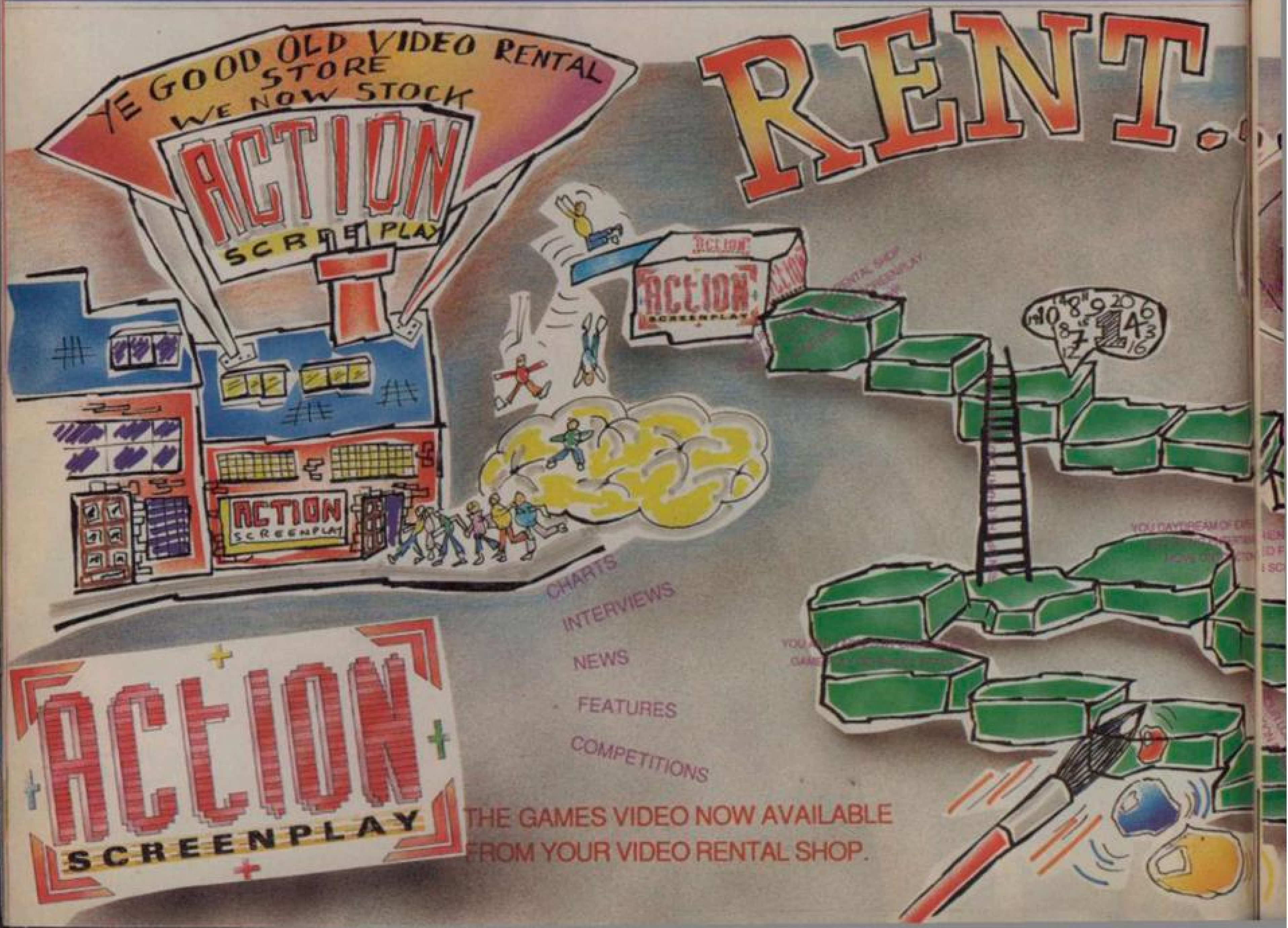
C+VG HIT!




MYTH
SYSTEM 3

HISTORY IN THE MAKING

Release Date: 25th October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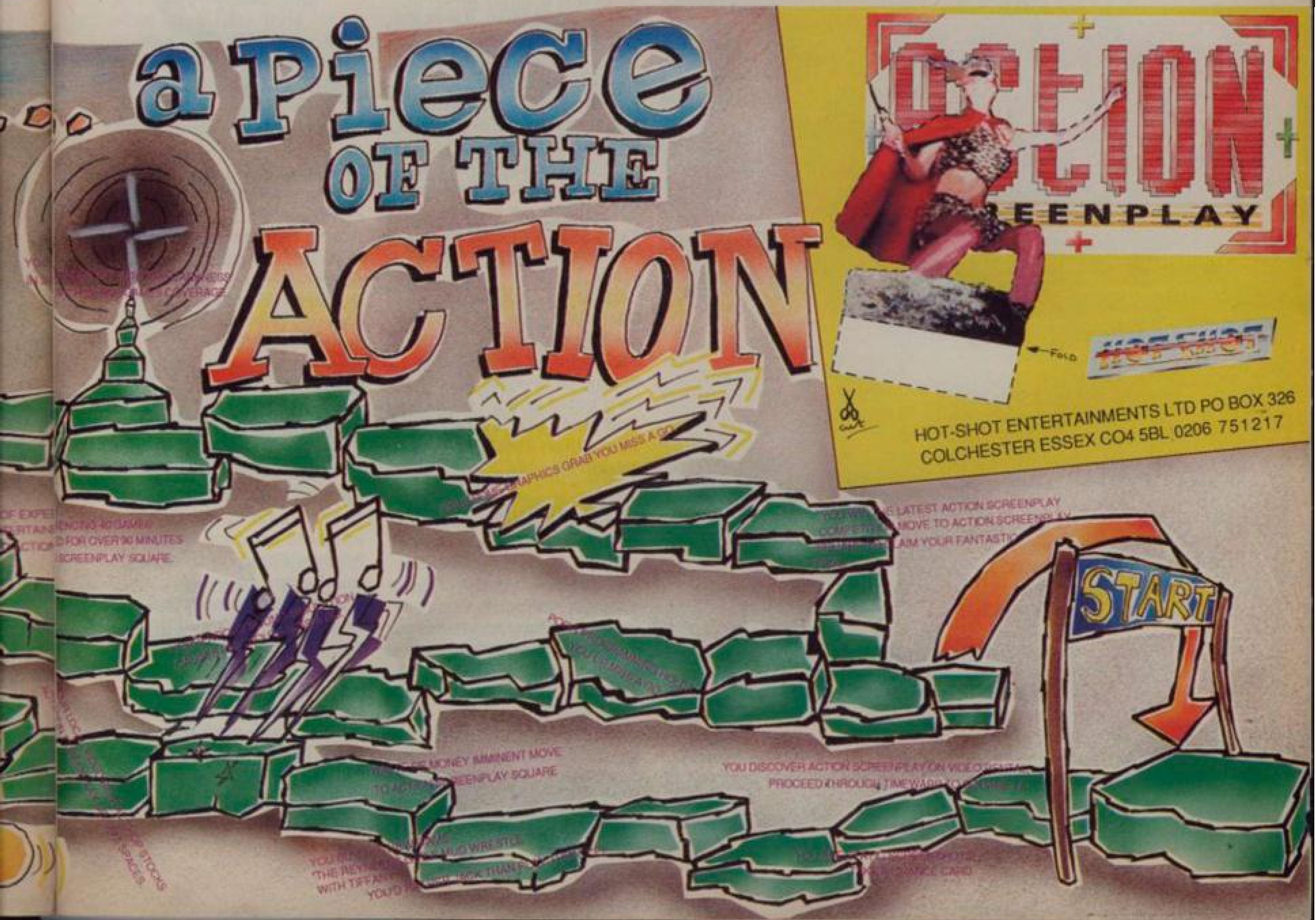
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Mail Bag
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READ EM 'N' WEEP CREEP !!!
YOB!?
BAD BREATH
HATE
WAR ZOMBIES
to C+VG

By popular demand... YOB's Mailbag gets even bigger! Yes, since you readers are sending in so many letters, we thought it was only fair to expand the section to include even more of your stuff. If you've got anything interesting to say, be they questions, complaints, jokes, silly things, sensible things... or even have pics or cartoons, send 'em in to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a whopper bag of software and a T-shirt on offer for the best letter of the month, as well as mini goodie bags for the best of the rest... What are you waiting for - get writing. Or YOB'll smash your head in.

COMPUTING ANIMALS SHOCK

Dear YOB, I am writing with some urgency and concern after reading the letter by the Oric user. This letter highlights the fact that many animals (especially the canine breeds) are getting involved in computing. Too many animals these days are turning into computer junkies. Let me point out some startling facts...

1. After the stock market crash, 4,000 dogs in New York alone were found dead below their penthouse windows after committing suicide. In most cases an open "Financial Times" was found in their apartments.
2. Over 25% of dogs are hooked on computing, and as a result of this they are not going out, socialising or mating. This in turn is reducing the dog population dramatically, and lamp-posts are drying up.

I would like to offer some advice to pet owners:

A: Never let your animal play the computer for more than 36 hours a week. Instead, encourage him to go in for water skiing, hockey and ice skating.

B: Never feed him after midnight, or let him near water (WHOOPS!, wrong script).

So... animal lovers. Be warned.

Bryan Masterson, RSPCA, Limerick Branch.

YOB: Don't worry. The men in white coats are on their way.

IT'S NOT ACE

Dear YOB, I recently read a magazine different to C+VG (which is the best). It was the computer mag ACE, which is totally rubbish. It had a review of Sega's new game The Baseball. It was almost exactly the same as C+VG's and guess why? Julian (JAZ) Rignall reviewed it. He's a traitor, so get rid of him quick before ACE get to know about your mega ideas.

Matthew Ridgway, Lichfield, Staffs.

YOB: It was blackmail. Garry Williams, who is now Ad Manager on ACE, told Jaz that if he didn't do a couple of reviews for them, he'd come and sit on him. And since that's a fate worse than death, he just couldn't refuse...

GO CARTING

Dear YOB, I own a Commodore 64 and an Atari 65XE. I was wondering if cartridges ever existed for the Commodore? If so why have I never seen them and why is there a cartridge slot out the back of the computer?

I also was wondering why there aren't very many games for the Atari 65XE. There are only a few software companies that cater for this computer like Zeppelin, Atlantis and Bug Byte, which produce rubbish games anyway. Can you tell me why this is? Surely it isn't that unpopular. Can you print more information on the Atari 65XE?

Socroch Clements, Windsor, Berks.

YOB: About seven games on cartridge were manufactured for the Commodore 64 when it first came out back in 1983, but since tapes are far cheaper and easier to produce, software houses opted for this media very soon after, and C64 cartridges never appeared again. The Atari 65XE is compatible with all normal Atari 8-bit computer software, and there's plenty of games available for it on both cartridge and tape. The best people to

speak to are Silica Shop in Sidcup, Kent. Call them on 01 300 3399 and somebody should be able to help you track down some new games.

KUNG-FU CRAZY

Dear YOB, "Kung-fu Crazy - Shinobi"! Are the C+VG team, crazy? Saying Ninjas do kung-fu - aaargh! Ninja's do Ninjitsu from which the word Ninja comes from. It takes no genius to work that out does it?

Julian Rignall said, "Shinobi... a repertoire of kung-fu moves". He had better watch his words or he will find a shuriken embedded in his skull! Mind you, his MAD suggestions might come from playing Yie Ar Kung Fu which has Shuriken, Tonfas, Nunstrucas, etc in it. If so please tell me. If not he had better apologise (or the guys between Yie Ar Kung Fu) to me and Sega!

Paul "I've got to meditate or I'll go insane" S, Halifax, West Yorkshire.

YOB: Come, come, Grasshopper. Julian used "kung-fu" generically, since everyone understands what kung-fu is. If he started rabbiting on about Ninjitsu, nobody, apart from you Ninjas out there, would have understood what he was talking about.

WRONG SHOTS

Dear YOB, In your last issue you had the Bombjack II screen shot where the Infiltrator screen shot should have been and vice versa (was this a secret comp?).

Barry Allan, Ayrshire, Scotland.

YOB: Yes, it was a comp and you win a guilt-plated no-prize which will be teleported to you when teleporters are invented. Now go and do something more constructive...

SEGA COMPATIBILITY

Dear YOB, I am writing to tell you that I am thinking of buying a 16 bit mega drive. But what I would really like to know is, can I use the Light Phaser and the 3D glasses on the new 16 bit mega drive, because me and many more of my mates would like to know.

Damon Stuchbury, Horwich, Bolton.

YOB: Well, you and many more of your mates will be disappointed to hear that you can't.

DEFENDING EUROPE

Dear YOB, Regarding your suggestions in the July issue of the latest greatest, and stonkingly fantabulous C+VG mag, I have decided to write to you and give you my strongest views about English programmers, so here goes:-

1. Our software is usually the most original judging by the quality of other countries games.
2. It's our programmers that set the standards.
3. The Americans (with their 'lil ole games) don't even give us a run for our money (unless we're running away, that is!).
4. The Japanese write jolly good games, but unfortunately their characters (written ones) tend to get in the way, either on screen or in the instructions!
5. Mr Johnsen, Norway, deserves a smack across the legs for his insult to our chaps. "Moron games", ha! It's people on the continent that ruin our software market by hacking and ripping us off like crazy!!!
6. As for Europe, at least we don't come up with such little gems as Virus Construction Kit".

Maybe if we work together, the combined powers of British and European programmers would be used to create a "Eurogame" - then look out Yankees!

James Padmore, Southwell, Nottinghamshire.

YOB: I wouldn't say that UK stuff is the most original - look at all the licensed stuff out there - but UK programmers are certainly capable of producing excellent original ideas. Japanese software is great - their conversions are always top-notch. You can't really put them down for occasionally using their own language in their games, can you? As for the hacking problem in Europe, I have very strong opinions on this. Pirates are the festering carbunkle on the bottom of the computer industry. It's illegal and it stinks, and there's nothing that can be said to justify it. Pirates write to me at their own risk...

WHAT????

Dear YOB, I'll get straight to the point, why is it on every competition you never anywhere on the page print an address to send it to. So please could you print the address from now on.

P J Sturgess, Irthlingborough, Northants.

YOB: There is always an address on every competition page you twit. Perhaps if we printed it in braille, you'd be able to read it?

AGE OF AQUARIUS

Dear C+VG, Since our last letter we have upgraded from the Oric and are now proud owners of an Aquarius (which we found at our local church rummage sale) - a snip at 2500 including tape deck and five free games. The last owner, a dyslexic nun, told us how she learnt to spell on it with the help of its marvellous rubber keys. We are currently having trouble learning the subtle complexities of Aquarius BASIC as the FOR... NEXT loop commands are causing us a great deal of bother. Perhaps the Aquarius owning public could help us out?

Anyroad, the reason we have written again is to complain about a letter from Mr James Clark (issue 93) concerning the lack of coverage of "old" computers. We believe Mr Clak must be a complete no hoper not to have noticed the amount of cavemen-owning ZX81's still getting great enjoyment writing blockbuster

DIY SUICIDE

Dear YOB, I'm writing in to tell you all you stonkworthy C+VG readers about a few DIY projects to try on your micro, but before that I would like to congratulate Sir Clive on his best creation, the ZX81. Yes, you have to hand it to the man for producing a pathetic little box with a totally useless keyboard, memory capacity and black and white display. My first project works particularly well on this embarrassment for Sinclair (RIP).

Project 1 - The Terminator
Have you heard of the box you put on the dash board of a car that makes noises to help lunatic drivers pretend they're blasting the crap out of the car in front in a traffic hold-up? Well here it is for the home micro, but this one not only helps you pretend that you're naffing up the computer it actually does it for you - enjoyment and stress relief!! All you need for this invention is some wire and a switch. Cut the wire into two and put a bit on either side of the switch. Simply connect one wire to the live terminal of a mains outlet and the other to any one pin on the CPU, and when you get really p****d off with a game, just press the switch. Smoke will emit from the user port, and in a few seconds the computer will explode, hurling little bits of black plastic all over the room.

Project 2 - The Cheat Machine This amazing idea will give you infinite anything you want in any game. All you need is a small hammer, preferably one with a six inch wooden shaft and a small screwdriver. While loading a game, use the screwdriver to remove the keyboard. When the game has loaded, repeatedly strike the internals of the computer until something dramatic starts to happen, hopefully infinite lives or time etc. I would like out that this project has not yet been perfected, and may not work first time, especially if you can't remove the keyboard, but if this problem occurs, simply hurl the computer at a wall, preferably a brick one, as this has the same effect as using a hammer.

Well, all I have left to say is that C+VG is a stonking good mag, and if anyone wants to donate a computer for research purposes I will be happy to accept.

Richard Head, Paisley, Renfrewshire.

YOB: Well, Dick Head. It certainly looks like you can give a computer a darn good POKEing, but research must be very machine-expensive. Have any of you other readers got useful hints and tips like these. If you have, please write in - there's a T-shirt and software on offer for the best tips printed!

Mail Bag
OZONE INCOMPATABLE !!
READ 'EM 'N' WEEP CREEP!!!
YOB!?
C+VG
BAD BREATH
HATE
WAR ZOMBIES
SSSST!

games in it's 1K RAM.
Another point Mr Clock brings to light is the price of computer software. In our part of the county, people who cannot afford such necessities as computer software get something called a JOB, but this idea obviously hasn't caught on in South Yorkshire. So, Mr Cack, stop whinging and filling this magazine with useless letters - that wasted paper would have no doubt come in handy in some Third World Country.
Moving on from Mr Carp's effort, we have just finished writing a wholly original game for the Aquarius called Space Invaders and would like to offer an exclusive tip to C+VG...
1: There IS cheat mode. You can advance a level simply by shooting all of the aliens (in any order!)
We are extremely worried about the SCA Virus. Can it spread to the Aquarius? Yoda thinks he has caught it after sharing a keyboard with someone from San Francisco. Is Lemsip a possible cure? Please answer to these questions as it is extremely difficult to program with a condom stretched over your hands.
We think that the bug report idea is Tres Bien (as us German speakers would say) and have spotted a very serious programming fault in the Amiga version of Barbarian - by Palace. We found out that in the event of a power failure you lose all your lives and the game must be reloaded. I wonder how many of your other readers have spotted this bug?
Thank you for reading this important document.
Darth Vader and Yoda of TAC - The Aquarius Club, Witham, Essex.
YOB: Letter of the month and no mistake. Just like my belly button, I'm at a loss for words. Seven tons of Aquarius software and two stonklingly fab C+VG T-shirts are on their way. Please write again soon... and may the farce be with you.

SUPERNATURAL?

Dear YOB, How come when I buy a game and then I get C+VG it either reviews it or its in the charts? Do we have some psychic link from my Amstrad to your stonking great mag?
Dave, Boston, Lincolnshire.
YOB: Yes, it's one of those completely and utterly perplexing phenomena that will never, ever be explained.

AN OAP 'OPES

Dear YOB, I hope you don't mind if I call you "Master YOB", dearie, but YOB or YOBBO makes you sound like one of the nasty skinheads you see at a London tube station.
Anyway, I've got one of them console thingies, a SEGA whatsit, to play when I'm not in me orchard growing apples. Well I was wondering, you being an expert and all that, if you could give me some advice. I suppose you think I'm a mad old woman, and the only advice I need is psychiatric, but please tell what you think are the best five games to buy for me console?
By the way I think the way to treat young Garry Williams is unfair. You've even got me grandson Albert teasing him. The other day he said to me "Granny, if Garry Williams from C+VG gets any fatter, the police could use him as a road block."
Now if kind old Albert can tease our Garry anyone can, so this must stop! I place a shilling bet that next month some cruel person will make a joke about his plumpness.
Lots of love,
Granny Smith (who prefers to play her SEGA, than grow green apples).
YOB: Well, Gran, I think California Games, R-Type, Galaxy Force II, Shinobi are all great - although I'm sure that others would disagree. And the Sega certainly does beat Apples!

FRUITY INTERFACE

Dear YOB, You'll be pleased to know that I'm not going to start off by begging you for a C+VG T. Shirt... a Thunderblade arcade machine will do! Now, seriously, I would like you to answer a fairly technical question - if I connected a Spectrum up with a pumpkin would it be compatible with SEGA games, or is there something else needed?
Oh, and does the pumpkin have to be ripe?
Jason Wheelhouse, Sheffield.
YOB: What you need is a large damson plugged between the pumpkin and the Spectrum, and it'll be completely Sega compatible. To make it Megadrive compatible, you have to plug a ripe aubergine into the top, and POKE the Spectrum's BUS IRQ RAMTOP locations 65535 and 65578. It's very easy.

GET LOST...

Dear YOB, I'm a rock hard punk so send me a C+VG T. Shirt or else. *George Heenan, Holystone, Tyne and Wear.* **YOB: Rock hard punk? Shove off you girlie nancy, before I flatten your hair with a Doc Marten.**

SUPER NO-NO

Dear YOB, Could you please tell me if Super Mario Brothers has been released for the Commodore 64? If not, could you tell me if it will be released in the near future? I will be very grateful for you help.
Robert Hannah, Anfield, Liverpool.
YOB: No and no.

EMPTY VESSELS

Dear Yob,
Ok, we've had enough of Jaz Rignall bragging about his knowledge of consoles and coin-ops, so let's suss him out. In the August issue of C+VG in the review of Twin Heli, Julian Rignall says that it's a conversion of Taito's Twin Heli, when it's actually Twin Cobra. Ha! Ha! Now someone can hopelessly try to suss me out on my brilliant knowledge of coin-ops.
Robert O'Keefe, Worcs.

YOB: Jaz informs me that Twin Cobra was originally called Twin Heli, and is exactly the same game - you can find some versions of the game with the original Japanese Twin Heli name, but they are rare. Feeling stupid now?

THE YOB

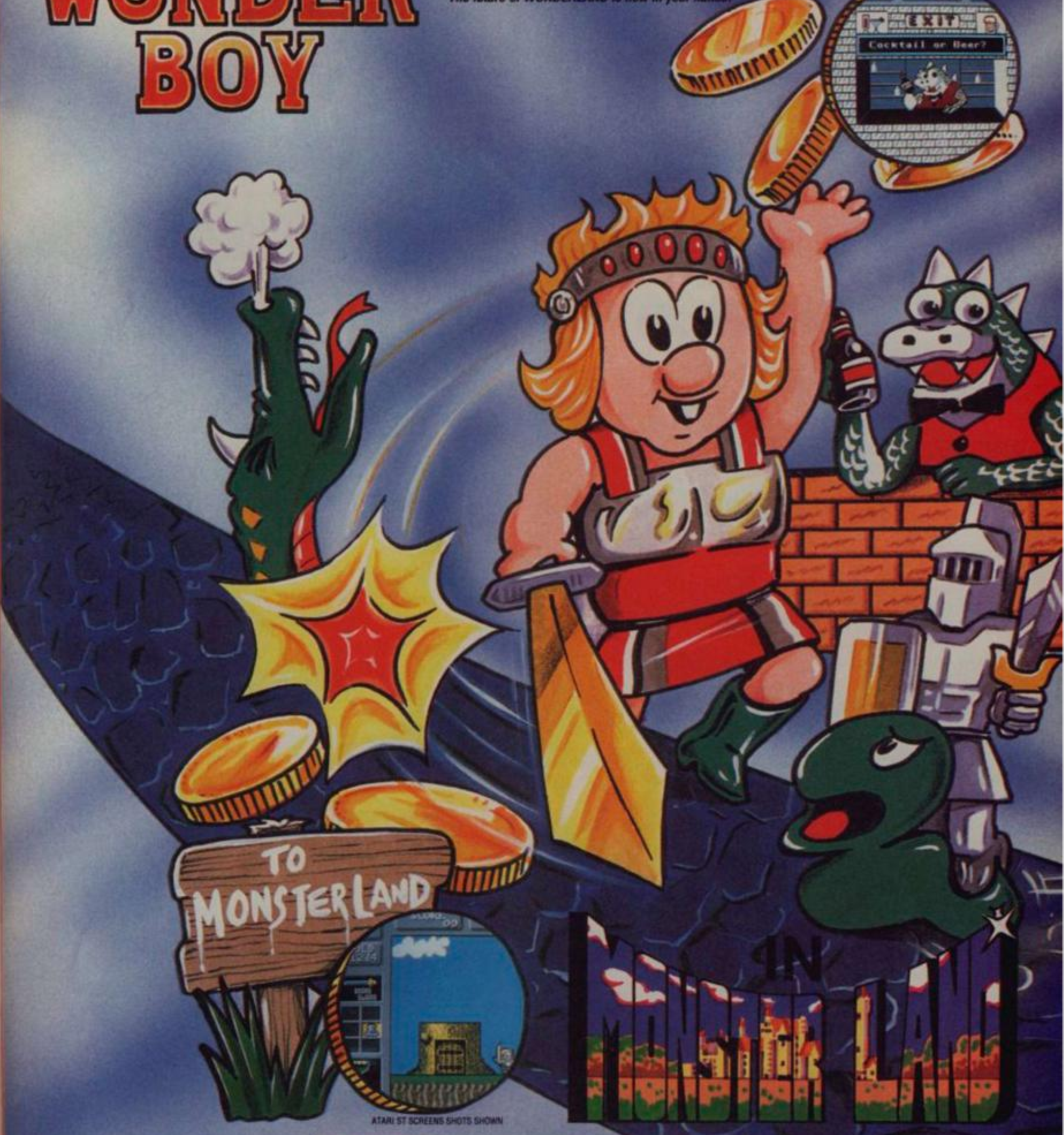
SUPER WONDER BOY

Wonderboy is back! This time as an adventurous adolescent who must slay the ferocious fire-breathing MEKA dragon before peace can return to Wonderland. Tom-Tom takes on the most malicious monsters ever known. Evil anacondas, vicious vampire bats, mad mudmen and screaming skeletons to name just a few.

Collect treasures along the way to strengthen and protect yourself. Revival potions to perk up life levels, whirlwinds for long range battles and winged boots to fly.

There lies ahead the greatest challenge – a nightmarish adventure of the force of good against evil, as once more the peace-loving people of Wonderland turn to SUPER WONDERBOY to free them from the grasp of MEKA and his murderous monsters!!!

The future of WONDERLAND is now in your hands!



ATARI ST SCREENS SHOTS SHOWN

IN MONSTER LAND

ACTIVISION

SEGA®

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Mail Order: Postronix Ltd, Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel:0604 791771 (Quote reference ACT 1) Consumer Enquiries/Technical Support: Tel: 0734 310003

C+VG HOTLINES

LINE ONE

☎ 0898 334 150

WIN A PC ENGINE!

This is the second of our PC Engine phone-in competitions in which you can win a fabulous PC Engine, kindly supplied by the PC Engine specialists, PC Engine Service.

It's exactly the same competition as last month, so just dial the number and listen to the instructions and you could soon be on your way to winning that fabulous Mean Machine!

LINE TWO

☎ 0898 555 537

C+VG MEGA-LINE

Just dial the number, listen to the instructions, answer the three simple questions and you could win yourself £150.00 worth of games for your machine, whether it's a Spectrum, Amstrad, C64, ST or Amiga. It couldn't be simpler...

CALLS ARE CHARGED AT 38P PER MINUTE STANDARD AND 25P CHEAP RATE, AND ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

LINE THREE

☎ 0898 555 538

THE BAT-LINE

Holy Cremola! You've read the comics! You've seen the film! Now dial the Bat-line and enter the Bat-Comp! Thanks to those lovely people at Ocean, we've got a fabulous Bat-goodie bag of two Bat-games (the game of the film, and Batman the Caped Crusader), a brilliant Bat-comic book, a giant Bat-film poster, a Bat-T-shirt, and a Bat-book of the movie on offer. Just pick up the Bat-phone, listen to the instructions and an amazing Bat-heap of Bat-gear could all be yours.

LINE FOUR

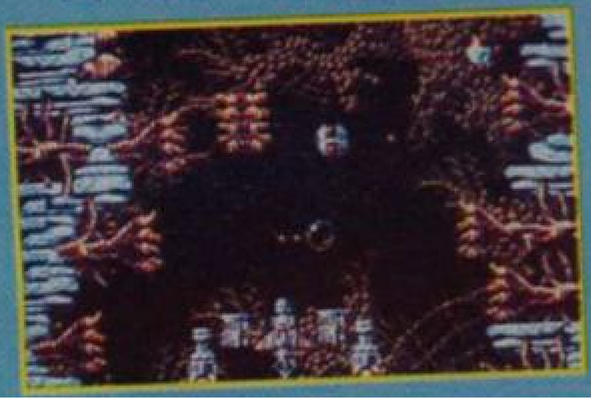
☎ 0898 555 539

STRIDER LINE

Woooo-weeee! Thirty copies of US Gold's amazing Strider are up for grabs on this phone line! Just punch up that number, listen to the instructions, answer the questions and a copy of one of the hottest games so far this year could be yours.

IF YOU'RE UNDER EIGHTEEN, MAKE SURE YOU ASK YOUR PARENT'S PERMISSION BEFORE YOU DIAL

THE HOLO PREVIEWS



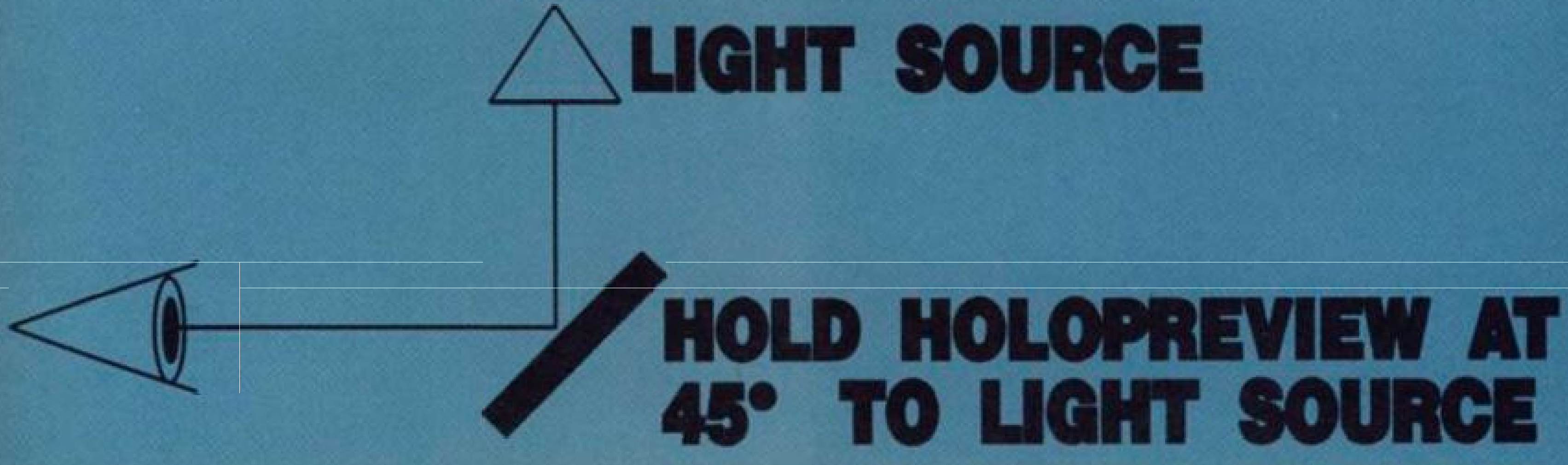
Which hologram did you get? Was it Xenon II. Or was it Interphase? Or are you an ultra-cool holo-collector who's got both of them?

Well, whichever ones you've got, here's the best way to display them. First of all, stick them in the Holobook - this way you won't get any light creeping in behind the image and the 3D effect won't be impaired.

Now find a direct light source - sunlight is pretty good, as are bright light bulbs (but not the frosted white ones). Forget neon lights, or areas where there's no direct light - your Holopreview won't be shown to its best effect.

Hold the holo at a 45 degree angle to the light, and move it left and right, and you get the full 3D animated effect - the following diagram shows how.

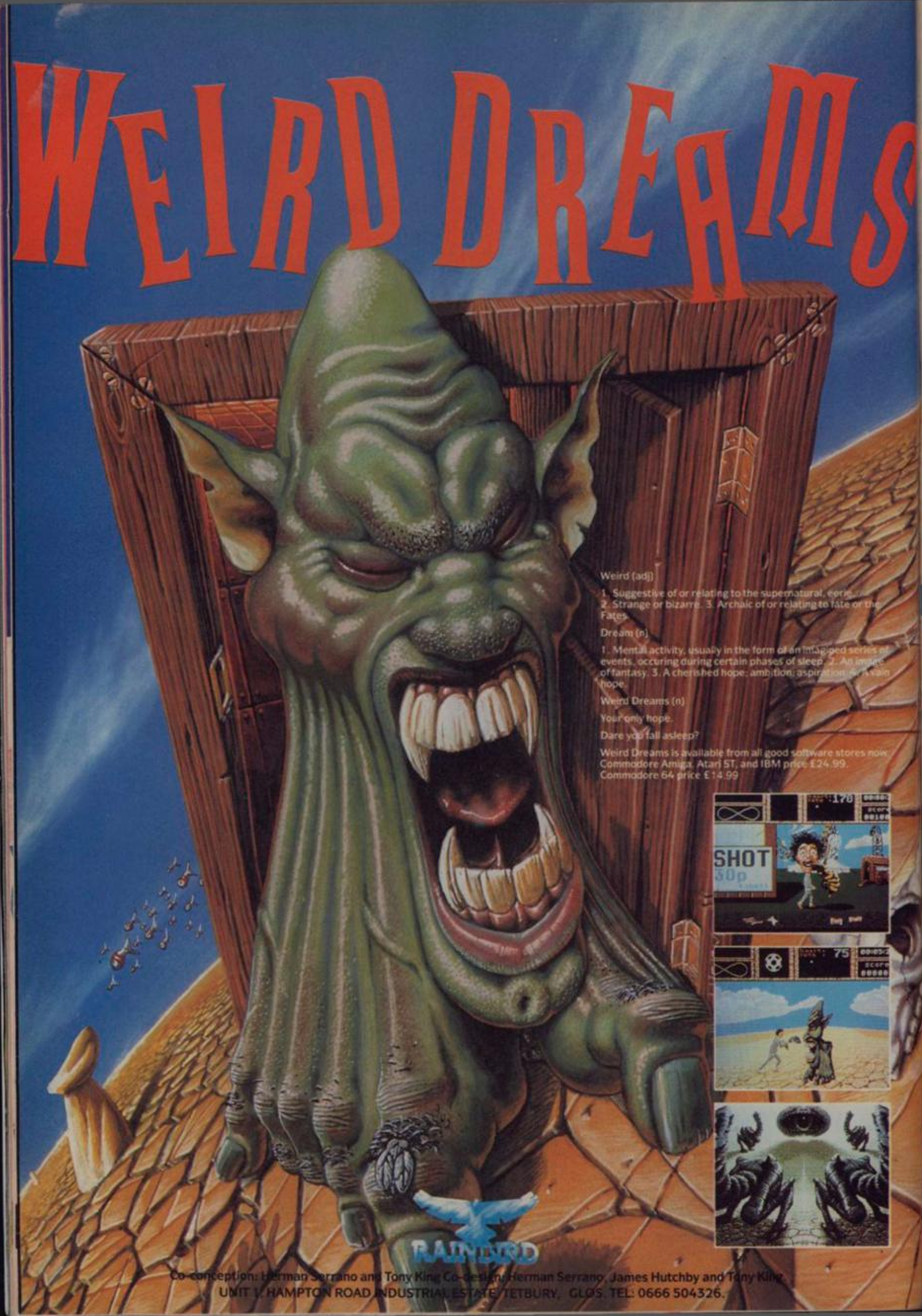
C+VG IS ON SALE ON THE 16TH OF EACH MONTH - DON'T MISS 'EM.



WHAT'S TO COME

There'll be a Holopreview FREE on the cover of the next three copies of C+VG, and like this month there'll be two to collect.

- In November we're proud to present the Power Drift Holopreviews. One will feature action from the actual game, while the second will feature Jason, the character which actually drives the Power Drift car. They're looking great!
- December sees the amazing Ghostbusters II Holopreviews. See the film, then catch a glimpse of what Activision's game-of-the-movie will look like. They're going to be big - so make sure you either reserve a copy of the mag, or get down to the shop quick before they sell out!
- And finally in the January edition of C+VG there'll be Holopreviews of two of the biggest Christmas arcade conversions, Operation Thunderbolt and Chase HQ. These, we're promised, will be spectacular!



Weird (adj)

1. Suggestive of or relating to the supernatural, eerie. 2. Strange or bizarre. 3. Archaic of or relating to fate or the Fates.

Dream (n)

1. Mental activity, usually in the form of an imagined series of events, occuring during certain phases of sleep. 2. An image of fantasy. 3. A cherished hope; ambition; aspiration. 4. A vain hope.

Weird Dreams (n)

Your only hope.

Dare you fall asleep?

Weird Dreams is available from all good software stores now. Commodore Amiga, Atari ST, and IBM price £24.99. Commodore 64 price £14.99

Co-conception: Herman Serrano and Tony King Co-design: Herman Serrano, James Hutchby and Tony King
UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS. TEL: 0666 504326.

PLAYMASTERS

Here we go again, with another Playmasters mega-section bulging with a great pile of hints and tips. Amongst this months goodies is a special section on the brilliant arcade racing game Winning Run, which explains in-depth how to achieve record-breaking times!

If you've got any hints, tips, cheats or maps, send them to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a top monthly prize of over £100.00 of software for the sender of the best tips of the month - this month Kenneth Hendry of Middx gets the goodies. So why not get writing? Next month all that lovely software could be yours...

ST

NIGHT HUNTER

Okay all you creatures of the night. If Van Helsing and his 'orrible mob of do-gooders are causing you lots of hassle, read the following advice from Nino Amoroso...

- Only keys open doors, not scrolls.
- Try and pick up a scroll last unless you want Van Helsing chasing you for a long distance.
- To kill Van Helsing stay at the edge of the screen and keep pressing fire. He eventually dies and you get lots of points.
- Remember, an extra life is awarded every 50,000 points.
- Always stay behind Van Helsing - he only throws a stake when facing you.
- Try and avoid witches over water as they can turn you back from a bat to Dracula and kill you.
- Make sure you have enough energy before flying over big areas of water.
- The best way to amount points and energy is to stay at the edge of the screen and press fire.
- The crypts can only be entered in the morning. Listen out for the bird song which tells you its alright to enter.
- Avoid archers, especially if Van Helsing is around - you can crouch and they won't harm you. It's best to fly over them.
- Don't use the Werewolf mode. If you're hit, you change back to Dracula.
- Avoid eagles by crouching or turning into a bat. If picked up you can sometimes escape by wiggling the joystick.
- Avoid greycoats with brollies - one hit from them and you're dead! Fly over them or go to edge of screen and await them!
- Nurses with crosses are best dealt with by going to next screen and awaiting on the edge of screen (crosses sap energy).
- Keep your eyes peeled! Red keys can sometimes be hard to see on red backgrounds.
- Keys and scrolls can be left anywhere!
- Try and walk over bridges to collect keys, as a bat cannot land to collect!

AMIGA

FORGOTTEN WORLDS

Here's a quick 'n' easy tip for this brilliant Amiga blaster. On title screen, type ARC then hit HELP. Now press S for next shop and N for next level.

THUNDERBLADE

If you need a bit of extra help on this Sega conversion, try out this easy-to-operate tip. On the high score table type CRASH and you can skip levels by pressing HELP. Couldn't be simpler, eh?

FALCON

Pilots should find this cheat very useful indeed when they're in the midst of battle. Just press X, SHIFT and CONTROL for increased afterburner, eight sidewinders and a full magazine. I don't know whether this cheat works on the Mission Disks, but I suppose there's no harm trying.

AFTERBURNER

Fly to the top left of the screen to avoid incoming missiles. Slow down on Levels 8 and 17 to avoid rocks, and go full speed to dodge infra-red missiles.

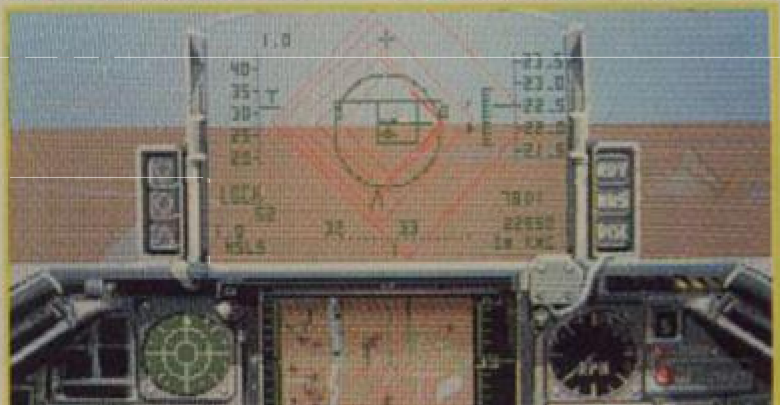
ARKANOID II

When all your lives are lost and the title screen comes on, hit CAPS LOCK and type MAGENTA. Press S while playing to open the gates to finish the level. Another cheat can be activated by pressing CAPS LOCK and typing DALEY when the title screen appears.

AMSTRAD

BARBARIAN

The best way to kill some of the later warriors is by doing a combination of neck chops and the web of death. Only try to chop their heads off on the first two levels. One level seven use the overhead chop. Roll into Drax to kill him.



WINNING RUN

One of the hottest arcade racing games of the moment is Namco's Winning Run. It use filled-3D graphics in spectacular fashion to make it one of the most thrilling race experiences outside of Brands hatch. Julian Rignall has the low-down on how best to race.

THE CARS

At the start of the game you get the choice of two vehicles, the three-speed car, and the five-speed technical machine.

THREE SPEED

This is recommended to newcomers. It's less powerful than the five-speed but is far easier to drive. It's virtually impossible to spin it (unless you're a really bad driver), and you can take virtually all the corners at top speed.

FIVE SPEED

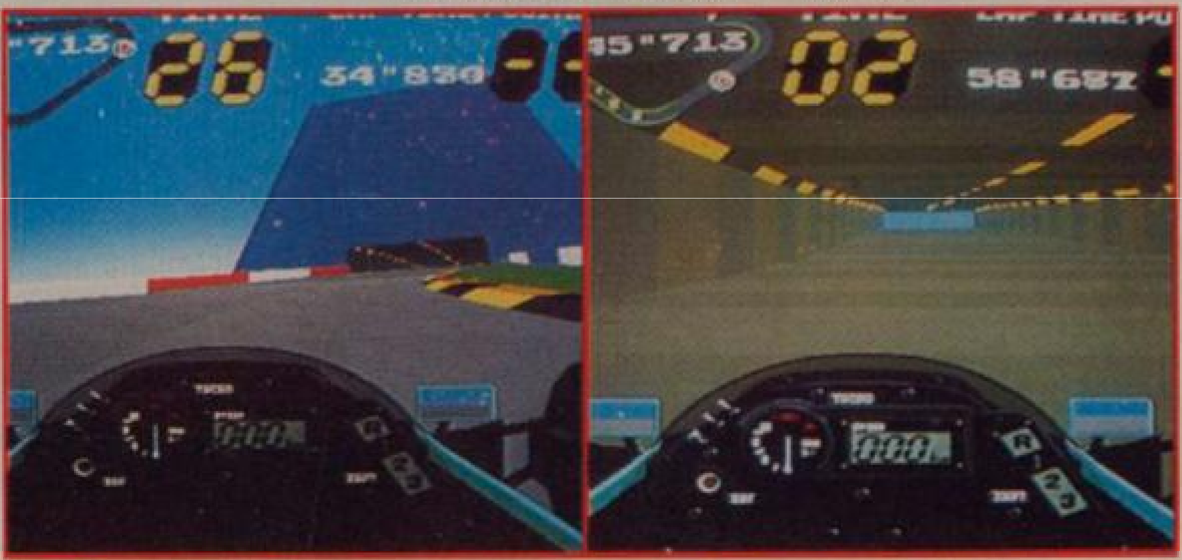
This is actually a simulation of a real racing car, so as you can imagine, it's very tricky to drive. The extra power means that unless you're a proficient driver, you'll find yourself spinning off on every corner. In the race itself, there are sixteen other cars to drive against, and they're all pretty hot stuff!

DRIVING

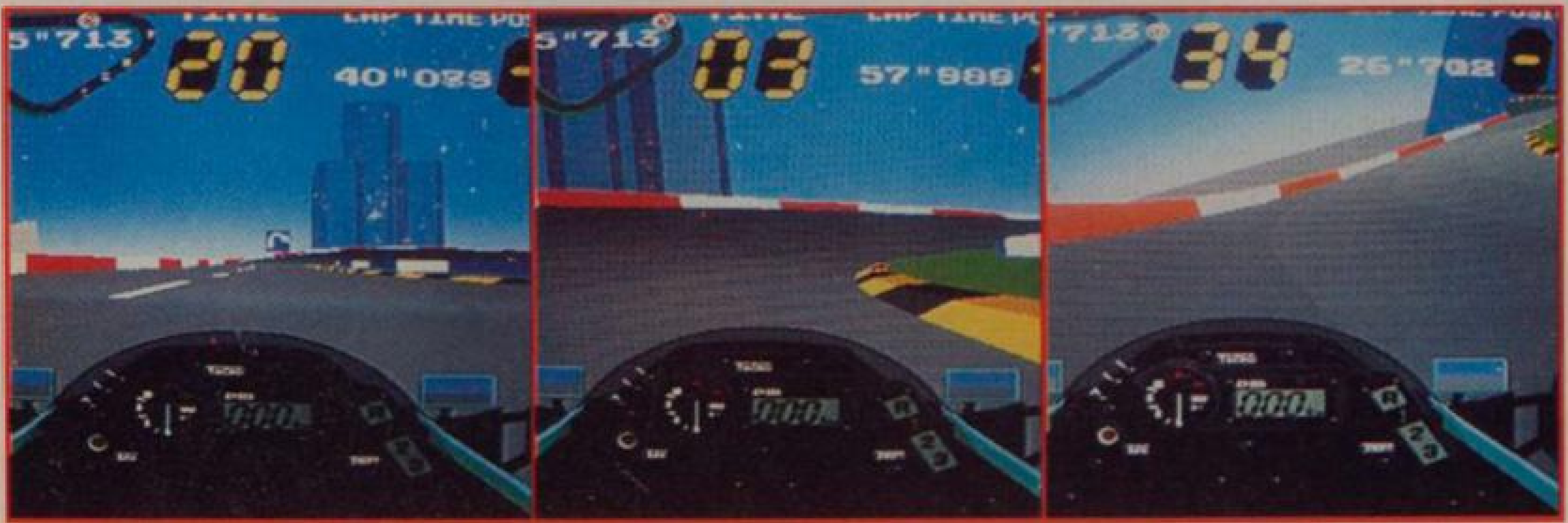
Listen to the engine and keep an eye on the rev counter. This might sound basic stuff, but it's important to keep the car highly revved - it accelerates very slowly if revs are low and other cars will whizz past you. Changing gears correctly can shave seconds off your time!

DRIVING

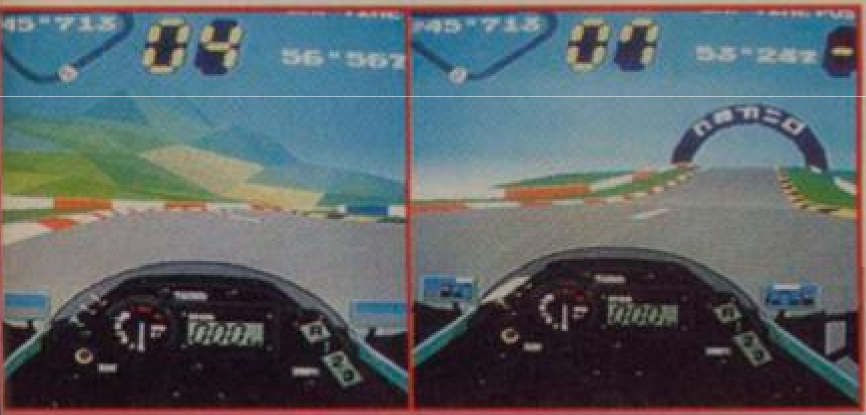
1 Listen to the engine and keep an eye on the rev counter. This might sound basic stuff, but it's important to keep the car highly revved - it accelerates very slowly if revs are low and other cars will whizz past you. Changing gears correctly can shave seconds off your time!



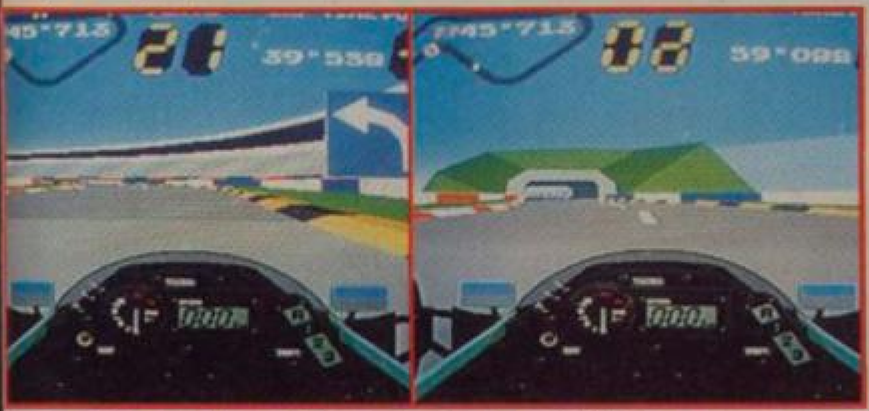
3 Race through the tunnel at top speed and keep the steering wheel straight - it's easy to bash the walls and slow the car down.



2 The first corner. With three-speed take this in third at full lock, slide around the corner and straighten as soon as you're out of the bend. With technical, change down to third, up to fourth through the bend and to fifth as soon as you're straight. If you feel the car sliding, countersteer.



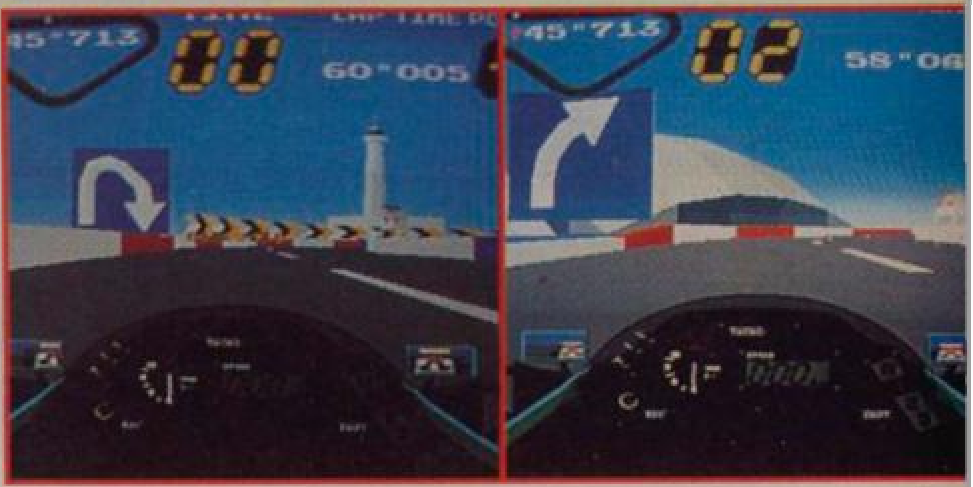
4 Here, aim to clip the right hand kerb, and use the whole width of the course to take the bend. Three-speed, take at full whack; five-speed, change to third, fourth through the corner, and fifth as you exit the bend, and belt up the hill under the Namco tyre at top speed.

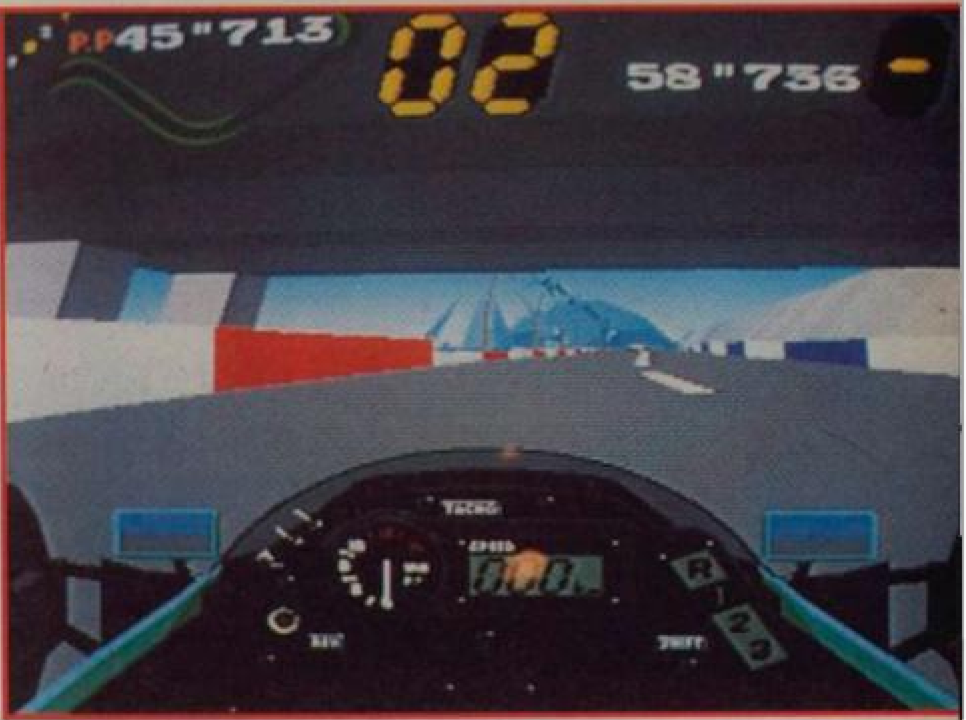


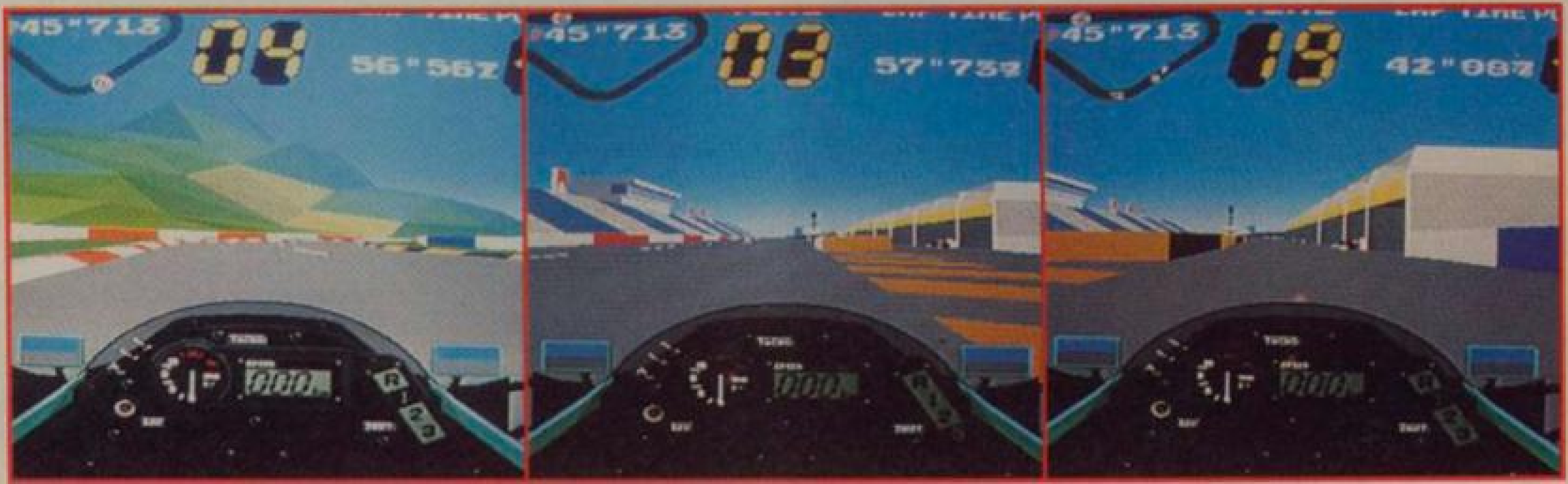
5 The next bend is deceptively sharp. With three-speed use full lock early to whizz round the bend at top speed without changing down - make sure you just clip the left hand kerb and you'll exit the corner on the right hand side of the track at top speed. With five-speed, change to third, then use full lock and slide through the bend, countersteering if you feel the back wheels going. Change to fourth just as you get straight, and to fifth when revs are high.

7 Race under the tunnel and head for the last bend. With three-speed corner so you just miss the wall on the left and you'll be catapulted through the bend onto the final straight without losing speed. On five-speed, change to fourth and slide through the bend using countersteering to keep the car straight. Change up to fifth when revs are high enough.

6 On both cars, race for the sharp bend at top speed. This is the most difficult corner on the track, and you should change down to second at the last moment and use full lock. You'll hit the wall on the left, but will have enough speed to be able to accelerate away at speed. Change up the gears as quickly as possible. If you muck up and hit the wall twice, change quickly to first, then up as soon as revs are high enough - you've got to move fast or seconds will be lost.







8 On the final straight keep your foot to the floor and pass as many cars as possible. If traffic is heavy, or you just want to pose you can drift right and race down the pit lane at top speed. If you do, make sure you keep the steering wheel straight or you'll hit the sides of this narrow road and all your speed will be lost.

C64

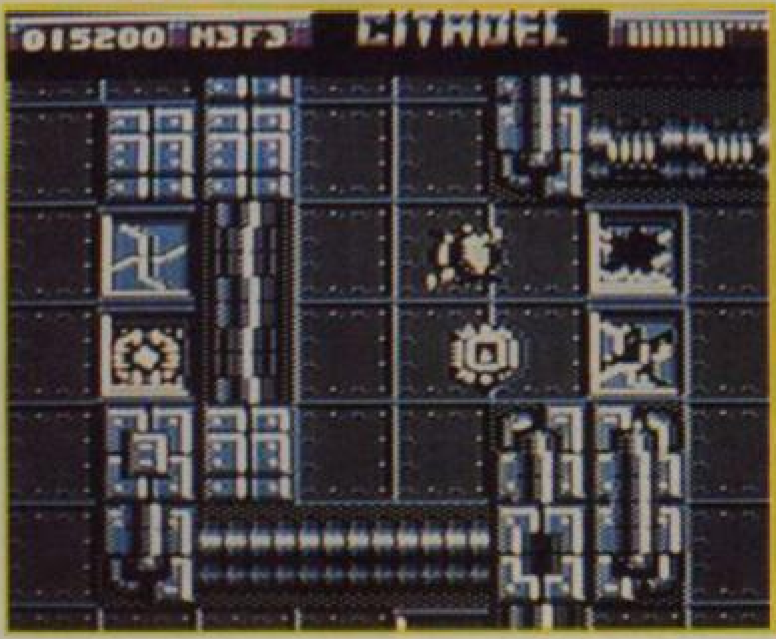
CITADEL

Kenneth Henry of Enfield in Middlesex has some really neat tips for players of this brilliant C64 blaster. Read 'em and conquer all eight levels...

GENERAL TIPS

Know your enemy! Keep a list of the enemies written down, or make sure you have memorised the characteristics of your adversaries by skipping through them on the attract mode. Learning how to trick and kill certain types of enemy will save time and lives, eg approaching a horizontally-firing object diagonally and vice-versa. This won't work with 8-directional objects as they tend to shoot whenever the Monitor moves, so attack from a distance - bullets cover a three-square distance so use the space to your advantage. Practice the art of getting within two squares of a hostile and then gliding away, firing back at the target.

Try not to leave yourself in a diagonal trap by either static guns or Destroyers. Mobiles have to be killed quickly and efficiently, and that means a stealthy approach to fighting. Don't hang around an area after clearing a screen of mobiles.

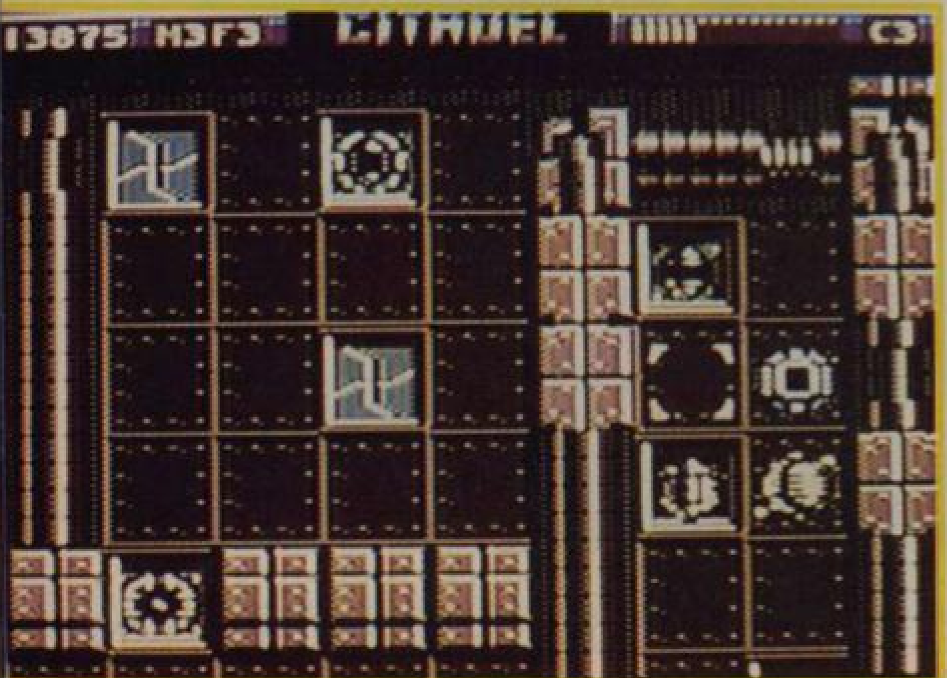


WEAPONRY

In my opinion, the best weapons system is burst fire, even though it costs the most energy (four units). That is compensated for by an adjacent energy pod on earlier levels, but on cities like Hazard, equipment pods are not grouped together as often, so you need to map out their position mentally, so that even if you don't pick them up upon discovery, they can be captured later. Burst fire also runs out faster than other weapons, so once it is acquired, only fire single select shots to make the weapon last.

KILL OR CAPTURE?

Well, that depends on your energy level, the type of mobile, its speed (ie whether there is time to aim the capture probe), and finally how much energy the mobile takes to capture and how many shields the mobile itself will have upon capture. A mobile in control helps when Monitor is boxed in as it moves freely around you and rams the nearest enemies. When you intend to use a captured mobile as a shield, ram your (slower) enemies first, as shooting them causes the dying mobile/emplacement to fire a last shot which causes an extra hit on your shield (or you). Captured mobiles are quite helpful (but not essential) for killing Dropper mobiles and Destroyers, and for knocking out Stepper and turret guns.



WHICH IS BEST?

As for which mobiles to capture, Watchers are a pointless choice while Destroyers are a waste of energy. I normally capture the slower mobiles like Stunners, Diaganois and Blockers. Only capture mobiles like Droppers and Aggressors in tight situations with a high energy level. Only capture Assassins (if at all) from a distance, and have the capture probe ready. Only capture static guns when they are either paired up or on single-space corridors and the static gun blocks the way though. If you do that, remember the same gun will be there on your return. Static emplacement capture costs one to four energy units

SAVE ENERGY

One ingenious way to save energy is when a high-level weapon and an energy pod are next to each other. Grab the pod (if low on energy) and then the weapon in turn. The energy gauge will drop but then continues to recharge. The same thing happens when Monitor is hit by bullets or is rammed while recharging.

SHIELD

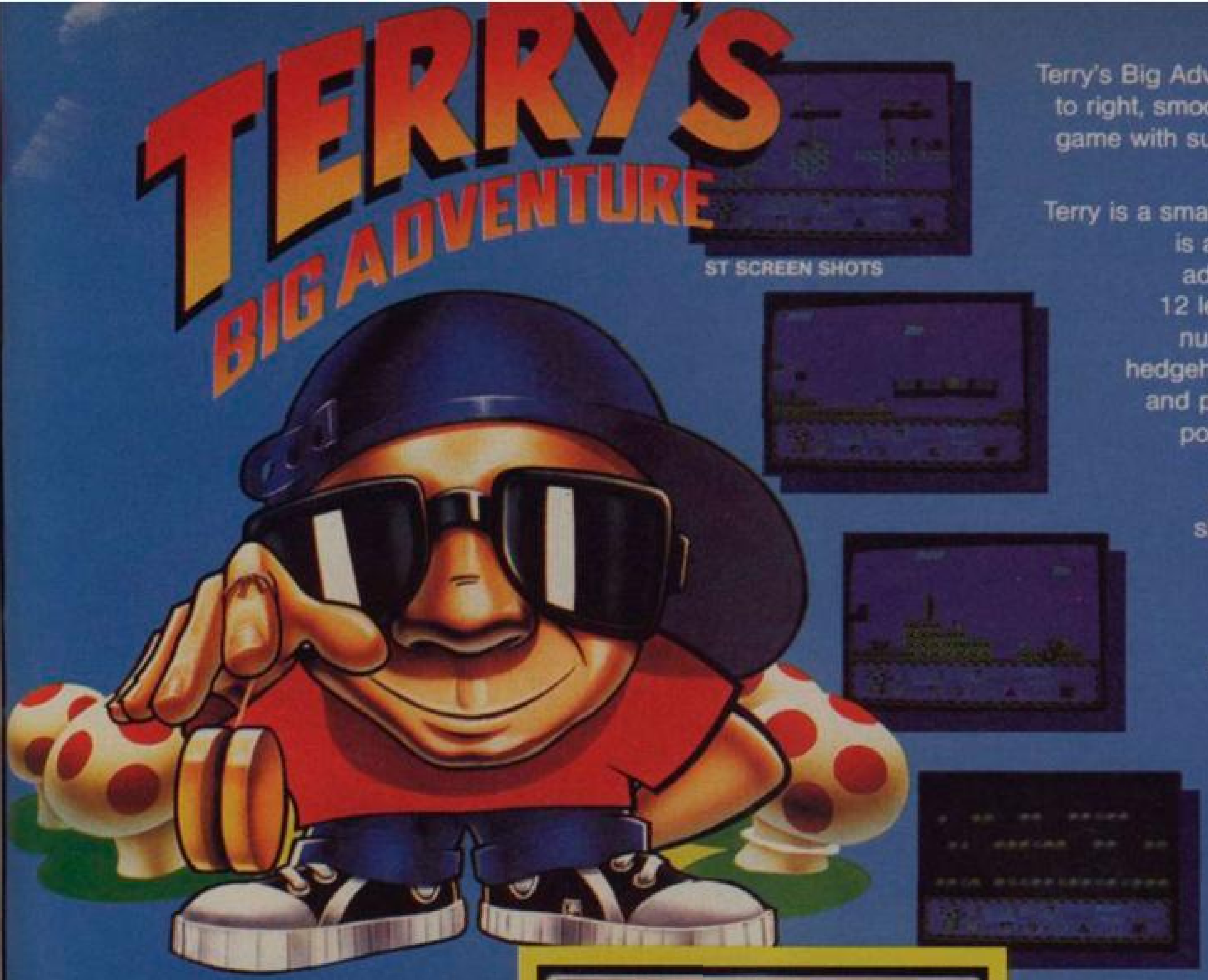
Once you've used a captured mobile as a shield, lock it in position so it will keep up and not go off screen where it will be lost and your energy wasted. Try not to lock it in a diagonal position relative to Monitor as you'll find it hard to go through the gap after switching off a beam. The other reason for locking is for safe transport (if a roving shield-mobile is more than one square away from a lift shaft, it will also be lost, and your energy wasted).

VOID CITY

On the Void City, kill anything within range when you've emerged from a lift shaft. The parting shot from a Stunner or Stepper gun can kill if you're low on energy and trying to escape. So don't run so readily - shoot first.

In the chambers, I recommend locking mobiles as soon as they are captured, as they can easily lag behind you and get zapped by the "random" beams. Turn up the volume of the TV to listen for the city's "heartbeat" which emanates for about three seconds as the beams flash, and then an approximate two second break allowing safe passage through for Monitor and its locked mobile. Make the city work for you in this level and guide chasing aliens into the beams.

Don't hang around traps letting whole squads of mobiles emerge - it's better to just pause the game to prevent a Destroyer appearing. If a whole crowd of Watchers appear it's irritating and anything else is dangerous. Even if you don't fire, once Monitor moves, the mobile group will have the firepower to pound you with one collective shot.



Terry's Big Adventure is a one player, left to right, smooth scrolling, jump and run game with superb music, sound effects and excellent graphics.

Terry is a small, energetic character who is an expert with a yo-yo. His adventure takes him through 12 levels where he encounters numerous obstables such as hedgehogs, snails, bridges, rivers and poisonous mushrooms that pop up at the least expected moment! Armed with his yo-yo or rocks, Terry must slay the enemies to be able to continue on his adventure.

Included in the game are hidden bonus levels, extra lives to gain, and objects to find to increase time.

Very compulsive arcade gameplay.

AVAILABLE ON:
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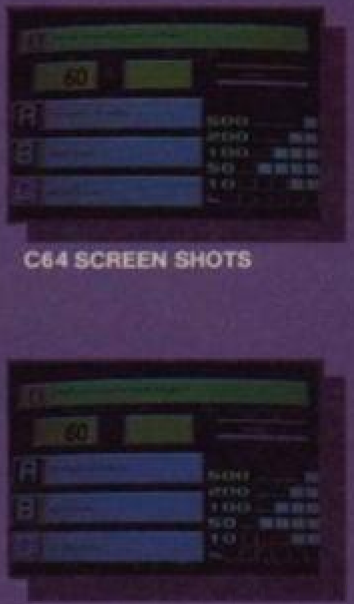

Trivia – a one player general knowledge trivia game based on the customary pub-style arcade games. There are a whole range of questions from art and literature to leisure, sport and entertainment and all are 3 option multiple choice.

With humour, 2 excellent soundtracks, colourful graphics and a fast pace that will ensure you are continually kept "on the ball", Trivia is the ideal game for all the family and who knows.... you might even learn something.

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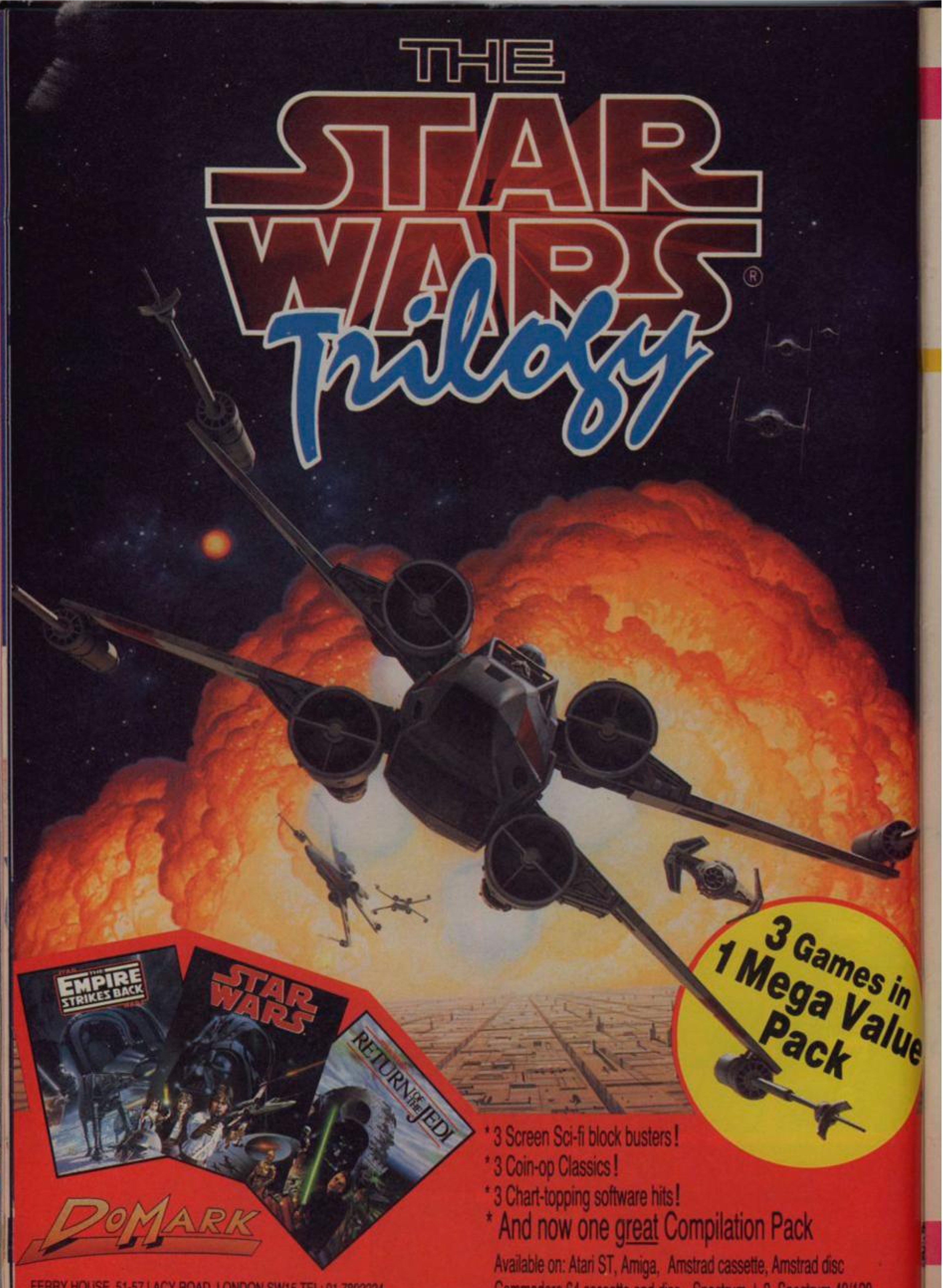
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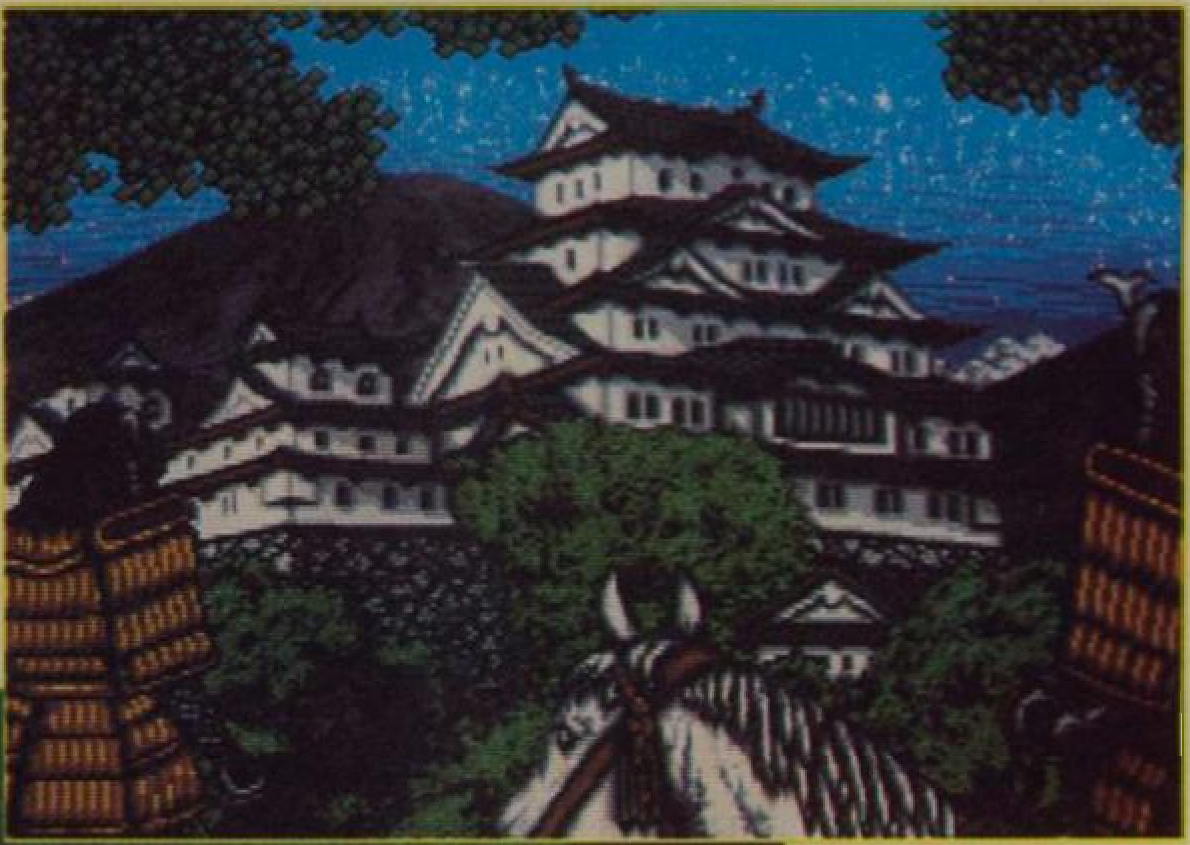
LORDS OF THE RISING SUN

If you're a new player of this fine Cinemaware strategy game, you should find the following tips from Andrew McGarrigle of Mexborough, S Yorks very useful in your attempt to establish a dynasty.



CHOOSE YOUR CHARACTER

Sunshitsune gets you used to the strategy of the game, so it's best to play him first. Yoritomo has better arcade skills - but unless you're a strategy buff who's rubbish at arcade games you don't really need to choose him.

STARTING OFF

Under no circumstances should you try and take the centre, west or the two islands off Japan or it will be very difficult to get anywhere in the game. You should instead concentrate on the eastern castles first. You shouldn't have too much difficulty, as these castles fall very easily at the beginning of the game.

RECRUITING

The next thing to do is try and recruit more men, especially from the White Ronin. Just try and make sure your army is virtually at full strength. If you're lucky he may think your army is too strong for him and he may join you. If the White Ronin wishes to pass unhindered let him, because he's no real threat to your armies and lands (just yet!).

WHAT NEXT?

As you have been taking the eastern half of Japan your brother, Yoritomo will have been causing havoc in and around Central Japan, so rest at one of your castles and resupply with men and health. Then go to your brother, Yoritomo and have a battle. With a little luck Yoritomo will be killed. At this point you inherit your dead brother's lands and generals. If you don't succeed, keep trying. Now you can start to take the rest of Japan.

BATTLE TACTICS

Remember to always check your siege skills before taking any castles and if you can, transfer skills with another one of your generals. Do the same for sword skills (for encounters on land) and bow skills (for defending your castles). Always remember, there's safety in numbers, so if you manage to get five or six generals in your army it can be a big advantage to pair them off. When you have managed to take the mainland, make a couple of visits to the Emperor at Koyoto where he will first give you the sacred scroll, and then the sacred sword.

ENCOUNTERS

Around this time it is important to keep an eye on the encounter screen. Because your enemies know that they're under threat from you and your armies, so they will send Ninjas to try and kill you. When you see this message press the left mouse button as quickly as possible and with a bit of luck, the offending general will commit seppuku. The next thing to do is take the remaining two islands and the last four castles. First send one of your generals to Nagoya, one to Aikawa and one to Matsue. This will stop your enemies from resupplying when they retreat. When you finally take the last castle, the Minamoto Victory Banner will be raised and you will become Shogun.

WAR IN MIDDLE EARTH

Calling all Hobbits! Paul Lam from Kingston-Upon-Thames in Surrey has some very useful tips for players of this great Tolkien tie-in from Melbourne House. It works on the ST, and I can't see any reason why it won't work on any other versions of the game.

OBJECT LOCATION MAP CO-ORDINATES

Black flask South of Mount Gram B5
Mithrail mail South of Mount Gram B5
Red Arrow South of Mount Gram B5
Golden Sceptre West of Annuminas B3
Black Flask Forland C2
Black Flask Tuckbrough C3
Elven Blade Tom Bombadil House C4
Coil of rope Lorien C5
Glowing Vial Lorien C5
Elven cloak Lorien C5
Silver Orb East of Mount Gundabad A5
Dwarven hammer North of Erebor B7
Gnarled staff East of Buckland C4
Palantir South of Forland C2
Mithril mail Belegost B2
Mithrail mail Rivendell B5
Blue healing potion North of White Towers C3
Blue healing potion Grey Havens C3
Blue healing potion Michel Delving C3
Blue healing potion By River Isen E14
An ancient sword Ost-In-Edhid D4
Glowing Viad By river Isen D4

WHAT TO DO

First you should go to Buckland where you meet Merry. Join Merry to the fellowship for more protection for Frodo. From Buckland you should now pick up a few objects, as most of them are quite close to each other. It's wise to spread out the black flasks and healing potions.

GONDOR
MORDOR
DAGORLAD
HARAD

a.m. September 23, 1418 s.r.

N
W
E
S
Eriador
The Brown Lands
FILE
MEMO
TIME
Gondor
Mordor
Bay of Belfalas
Harad
Umaith

Now go to Rivendell to see Gandalf. When you get there, Gandalf and some other men, dwarves and elves should have joined you to aid Frodo in his quest. Here, pick up the Mithril Mail and give Gandalf the Gnarled Staff, because with this he is more powerful.

IMPORTANT OBJECTS

The Golden Sceptre
The Red Arrow
The Silver Orb

If you present The Red Arrow to King Theoden Rohan at his palace, Edoras will mobilise the Ridden of the Mark. If you present the Silver Orb to Thrandril at his palace, the elves will mobilize. If you present the Golden Sceptre to Denethor, Minas Tirth will also mobilise.

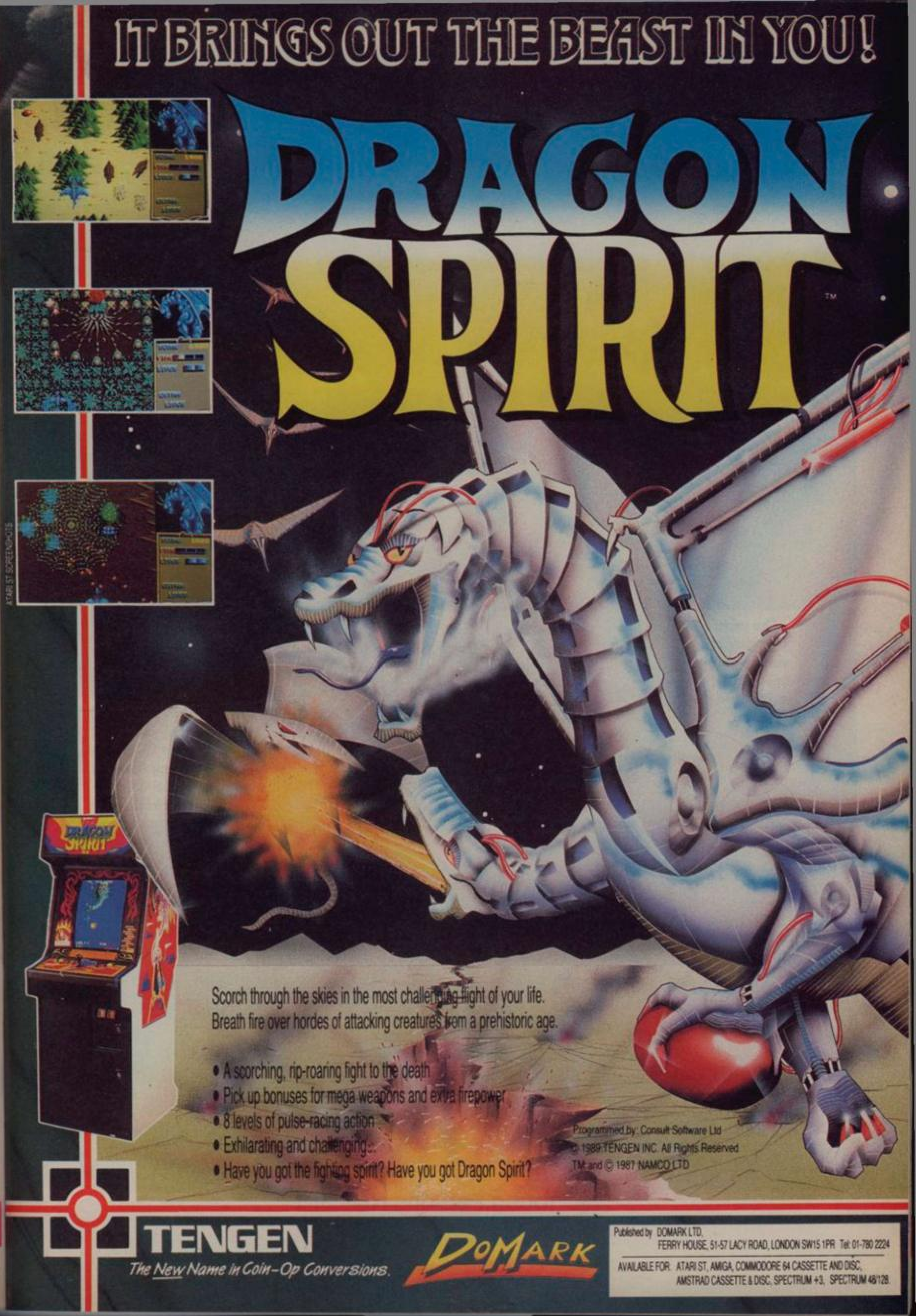
To present them with these objects, you have to be on the animated level. Click on the person who has the object and click on the provisions icon. Choose an object, then choose the correct object that you are going to present them with. They will say something and then mobilise.

DEFENDING TIPS

If Sauron's forces take over three of the good major strongholds, you lose. The five strongholds are...

MAP CO-ORDINATES
Edoras E5
Hornburg E5
Thranduil Palace B7
Lorien C5
Minas Tirith E6

If you fight from a stronghold your troops will kill more attackers. Minas Tirith is the major stronghold and the enemy just keep on pouring in, so it's good to have a lot of troops there. There are also a lot of forces scattered around, so send these forces to help out at other strongholds before the Dark Lord's armies take them. While the troops are defending, the fellowship should be near Mount Doom and can slip past into Mount Doom. It may be necessary to join forces with some troops, in case you have to fight before you get to Mount Doom.



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THUNDER-BIRDS

FIVE! FOUR! THREE! TWO! ONE! Thunderbirds are go... Well, they are when you use the following hints from Simon and Ben Uttley from Harrow in Middlesex. These tips are for the Amstrad version, but since the game is the same on all formats, you should be able to use them no matter which machine you own.

CHAPTER FOUR..
THUNDERBIRDS
COUNTDOWN TO DISASTER!

EQUIPMENT

MISSION 1

ALAN - lamp and oil can
BRAINS - torch and anything else

MISSION 2

GORDON - aqualung and American Express
ALAN - aqualung and radiation pills

MISSION 3

LADY PENELOPE - sleep spray and anything
PARKER - mouse and stethoscope

MISSION 4

VIRGIL - shades and gun
SCOTT - shades and superglue

MISSION 1

Get Brains to go up in the lift. Turn off the pump with the spanner and then get the dynamite. (The lift goes up and down). Carry on until you find an unpassable rock with explosives in it. Drop the plunger and get the fuse. Go back to the rock and hold the fuse and plunger at the same time and press fire. Run past the rock and carry on until you reach the miner. Make Alan pick up the ladder and place it across the gap where it says warning. Pick up the other object (the light or the oil) carry on until you find an old cart and oil the wheels. Push it across the gap on the next screen and walk over. When you've done that find the drill and the compressed air and hold them at the same time. When you walk past a computer you switch on the drill and drill through the barrier to find Brains and the miner. Now get Brains back to the Mole.

MISSION 2

Take Alan left and up from Thunderbird 4 and use the pills when you see the Captain, who will give you a blue card. Get Gordon to find the pills which are found by going left, down and right. Use the pills. Carry on right until you can go down. Go down and carry on right until you find two computers with B and V on them. Guide Alan there and put both characters in front of the B computer. Use the American Express card to shut off the reactor and resurface the sub by using Alan and Gordon to bail all the water out.

MISSION 3

You have to find four keys to open the vault. The first one is in the room with all the filing cabinets. Get Lady Penelope and Parker there and move Parker about so that the cabinets open. Move Lady P in front of them and press fire. Do this until you find a key. Get Lady P in front of the second lift and go down with Parker who has to move a trolley into the lift. The second key is on the fourth floor under the desk. Go up to floor six and use the mouse to hit the control panel and turn off the gun. Go down, down, stay on the ladder until the guard goes past and go left three times and up twice. Use the stethoscope on the safe and pick up the key. Drop the mouse and go down until you arrive at the basement. Go left and pick up the other key. Go up until you find six rings. You must change the order so that they are like this from left to right:

NUUUNN

Switch to Lady P and go right when the guard has gone past. Go down until you find another six rings. Change them so they look like this:

NUNNUU

Go left and when you reach the safe and the cabinets, put two keys in one of the cabinets (it doesn't matter which but make sure it's the same one) and pick up the documents to finish the mission.

MISSION 4

I won't give too much away, but don't kill the guard - use the glue. Use the gun three times in the force field room. You have to go down in the piano by using a key and some music. Check out the bedside drawers.

95
HELP
WARNING

HIGH SCORES

Here's the gathering place for Britain's best video game players - The Official UK Computer Highscore Table. Scores are continuing to pour in as players jostle for the top positions in the record tables. If you've got some hot highscores put 'em on a postcard or on the back of a sealed-down envelope (NOT INSIDE THE ENVELOPE) and send them to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive highscore reference table.

PRESS FIRE TO STAR

SEGA

ACTION FIGHTER
1,096,930 Paul Stokes, Aberdare, Wales
AFTERBURNER
8,676,300 Paul Cayzer, Widnes
ALEX KIDD (LOST STARS)
110,600 Peter Ramdine, Stafford
ALTERED BEAST
483,500 Christian Circou, Chessington
ASTRO WARRIOR
1,125,400 Paul Cayzer, Widnes
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
802,850 Sherif Salama, Egypt
BLACK BELT
1,040,700 Thomas Jones, Farnham
BOMBER RAID
802,700 Jason Mara, London
CHOPLIFTER
861,000 David Barden, Norwich
DOUBLE DRAGON
481,600 David Barden, Norwich
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
154,050 Jonathan Dusheiko, Pinner, Middx
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
272,850 Owen Slater, Kirkby-in-Ashfield
HANG-ON
4,725,410 Simon Fletcher, Stoke
KENSEIDEN
118,100 P Hudd, Stroud, Glos
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare, Wales
QUARTET
2,894,010 Jon Evans, Walsall, W Mids
RAMBO III
80,400 David Richardson, Melrose, Scotland
RAMPAGE
851,600 David Barden, Norwich
RASTAN
381,000 Nicholas Ball, Stoke-on-Trent
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
2,207,400 Simon Kidson, Petersfield
SECRET COMMAND
3,285,400 Paul Stokes, Aberdare, Wales
SHINOBI
957,740 Graeme Little, Carlisle
SPACE HARRIER
29,998,720 Jon Evans, Walsall, W Mids
SPACE HARRIER 3D
12,035,670 Allan Black, Desborough, N Hants
THUNDERBLADE
2,594,000 Owen Slater, Kirkby-in-Ashfield
V!GILANTE
122,300 Steven Evans, Southsea
WONDERBOY (MONSTERLAND)
7,657,180 William Wong, Chapel, Stockport
ZILLION II
376,300 Andre Fry, Eastbourne

MEGADRIVE

ALTERED BEAST
2,209,900 Joel Cullen, Hants
SPACE HARRIER
20,815,100 Steve Creasey, Dorking
THUNDERFORCE
1,099,100 Julian Rignall, C+VG

NINTENDO

CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,058,500 Aaron Pearson, Forth
ICE CLIMBER
671,350 Paul Stokes, Aberdare
KUNG-FU
854,300 Paul Stokes, Aberdare
GRADIUS
12,670,000 Julian Rignall, C+VG
PRO-AM RACING
265,388 Mike Carless, Exeter
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
TOP GUN
151,000 Leigh Baigent, London

PC ENGINE

ALIEN CRUSH
79,080,400 Onn Lee, Nottingham
CHAN AND CHAN
869,250 Jeff Lewis, Birmingham
DRUNKEN MASTER
999,999 Tony Lorenzo, London
DRAGON SPIRIT
640,000 Robert Zengerle, London
FANTASY ZONE
124,300 Duncan Terrett, Cheltenham, Glos
GALAGA 88
1,319,740 Julian Rignall, C+VG
GUNHED
3,985,400 Julian Rignall, C+VG
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,100,900 Julian Rignall, C+VG
SON SON II
208,300 Dave Rose, Boreham Wood
SPACE HARRIER
26,850,000 Martin Harris, Burton-on-Trent
TWIN HELI
936,700 Julian Rignall, C+VG
VIGILANTE
18,520 Duncan Terrett, Cheltenham, Glos

C64

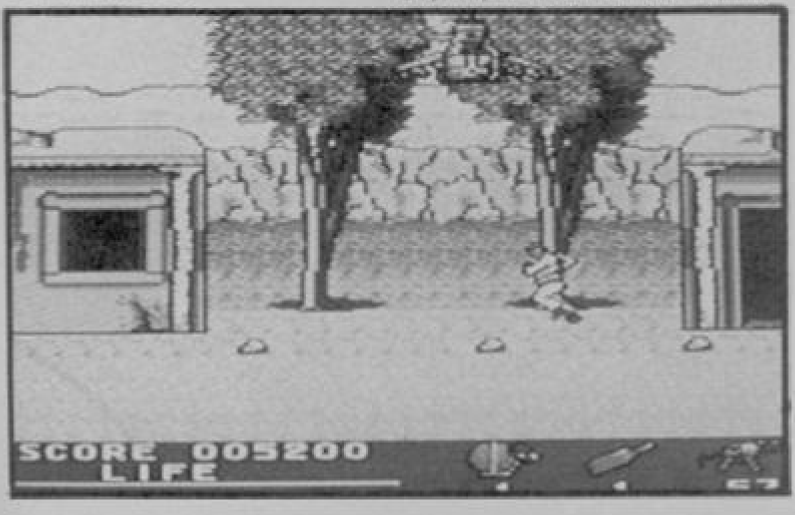
ARKANOID
357,400 Brian O'Dowd, N Ireland
ARMALYTE
30,367,400 Danny Gleghorn, Worksop
BOMBUZAL
117,330 Stig Serjersen, Herning, Denmark
BLASTEROIDS
1,244,650 Richard Wyatt, Pontycymer, S Wales
BUBBLE BOBBLE
4,000,150 Richard Wyatt, Pontycymer, S Wales
DALEY THOMSON'S CHALLENGE
10,670 Tony Repo, Helsinki
DENARIS
173,800 Niko Rissanen, Finland
DRAGON NINJA
81,225 Jukka Piira, Finland
GREAT GIANNA SISTERS
101,010 Jukka Piira, Finland
IK+
308,000 Roberto Sporkslede, Holland
LAST NINJA II
999,810 Tim Pickup, Darwen, Lancs
MICKEY MOUSE
567,650 Daniel King, Manchester
OPERATION WOLF
927,500 Jukka Piira, Finland
PACMANIA
768,410 Daniel King, Manchester
RENEGADE III
79,995 Jukka Piira, Finland

HIGH SCORES

R-TYPE
424,640 Jason Haynes, Victoria, Australia
SALAMANDER
240,900 K Mackay, Marsa, Malta
SILKWORM
812,500 Dean James, W Bromwich, W Mids
THUNDERBLADE
1,400,000 Brian O Dowd, N Ireland

ST

AFTERBURNER
31,540,000 Louis Moloney, Birmingham
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
353,330 Daniel Vye, Brighton
BAAL
163,450 Stephen Simpson, Otley
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
13,300 Daniel Vye, Brighton
BLASTEROIDS
1,220,800 Julian Rignall, C+VG
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FLYING SHARK
3,072,600 Conrad Rodzaj, Bristol
IK+
205,100 Niklas Aronsson, Sweden
IKARI WARRIORS
28,000 Daniel Vye, Brighton
LED STORM
806,950 Richard Davis, London
NEW ZEALAND STORY
409,797 Stephen Simpson, Otley, W Yorks
OPERATION WOLF
118,350 Daniel Vye, Brighton
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
111,964 Iestyn Davies, Brynmawr, Gwent
RETURN OF THE JEDI
126,955 Ian Pinder, Pudsey
ROBOCOP
394,010 Jim Robertson, London
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
4,919,000 John-Paul Brazier, Walsall
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,368,490 Paul Livesey, Stockport
SUPER HANG-ON
30,142,856 Kenneth Ritchie, Fife



THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
1,755,890 Andrew Stamp, Portsmouth, Hants

AMIGA

AFTERBURNER
12,383,910 Stephen Watson, Darlington, Co Durham
DATASTORM
189,080 Julian Rignall, C+VG
DENARIS
53,900 Peter Evans, Horsham
FORGOTTEN WORLDS
638,500 Justin Edwards, Bristol
HYBRIS
1,856,275 David Parkinson, Wakefield
LED STORM
560,838 Steven Howard, Lowestoft
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
4,550,430 Allan Black, Desborough, N Hants
ROADBLASTERS
1,912,824 Allan Black, Desborough, N Hants
ROBOCOP
353,150 Jimmy Cheung, Lincoln
SILKWORM
1,439,300 Rupesh Kanani, Sawston, Cambs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
357,000 Alex Taylor, S Cheshire
TEST DRIVE
43,248 Justin Edwards, Bristol
TEST DRIVE II
274,370 Petri Nissi, Finland

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
DOUBLE DRAGON
112,040 Robert Preston, Warley, W Mids
DRAGON NINJA
938,000 Paul Bristow, Erith, Kent
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
LAST NINJA II
246,870 Robert Preston, Warley, W Mids
OPERATION WOLF
589,850 Brian Crooks, Co Tyrone
OUT RUN
20,754,240 Robert Preston, Warley, W Mids
ROBOCOP
1,432,010 Patrick Duffy, Redcar, Cleveland
ROLLING THUNDER
103,680 Robert Preston, Warley, W Mids
THUNDERBLADE
1,944,000 John Bristow, Erith, Kent
WEC LE MANS
253,620 Paul Bristow, Erith, Kent

AMSTRAD

AFTERBURNER
22,312,020 David Crosby, Isle of Wight
BARBARIAN II
23,570 Neil Franklin, Swanley
BLASTEROIDS
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
123,760 R McDonald, Thurnby, Leics
CRAZY CARS
6,771,560 Phil Lloyd, South Wirral
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
119,000 Miles Wilkes, Ashford, Kent
GRYZOR
990,000 P Tarling, Bishop's Stortford
OPERATION WOLF
447,350 Paun Giunman, Harrow, Middx
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
ROBOCOP
2,386,200 R McDonald, Thurnby, Leics
SOLOMON'S KEY
Paul Cayzer, Widnes
SORCERY PLUS
57,350 Nik Mills, Walsall
VINDICATORS
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A.P.B.	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Action Fighter	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Afterburner	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Airborne Ranger	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Alien Syndrome	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Arcade Muscle	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
B. Clough Euro S League	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Barbarian-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
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Beach Volley	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Black Tiger	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Bloodwych	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Bomber	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Boxing Manager	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Cabal	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Carrier Command	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Championship Golf	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Chase H.Q.	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Chuck Yeager A.F.T.	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Citadel	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Command Performance	9.94	14.94	9.95	13.95	9.99	14.99
Crash Smashes-3	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Crazy Cars-2	6.94	10.94	6.95	10.95	6.99	10.99
Curse of Azure Bond	—	—	—	18.95	—	—
Cybernoid	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Denaris	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dominator	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Double Dragon	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dragon Ninja	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dragon Spirit	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dual (Test Drive-2)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Dynamic Duo	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
E. Hughes Int. Soccer	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Echelon	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible] of War (Pt. 1)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Fernandez Must Die	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Fist & Throttles	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Football Director	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Foot. Director-2 (128k)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Football Manager-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Football Mgr 2 Ex Kit	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Footballer of Year-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Forgotten Worlds	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Fun School 2 (Specify Age)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
G. Lineker Sup. Skills	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Game, Set & Match-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Games Crazy	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Garfield	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Gemini Wing	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Ghostbusters-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Giants (US Gold)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Gold, Silver & Bronze	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Gunship (Apache)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Hard Driving	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Heat-Wave Collection	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Heavy Metal	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Heroes of the Lance	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Hills Far	—	—	—	14.95	—	—
History in the Making	12.94	—	14.95	—	12.99	—
Hostages	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
In Crowd (Ocean)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Ind. Jones & Lost Crusade	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Jaws	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Kenny Dalglish Soc. Mgr	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Kick Off	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Kids Play	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Konami Arcade Collec.	[illegible]	13.94	[illegible]	13.95	[illegible]	[illegible]
Last Ninja-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Laser Squad	[illegible]	10.94	[illegible]	[illegible]	[illegible]	[illegible]
Leaderboard Collection	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Licence to Kill	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Liverpool F'ball Game	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Magnificent 7	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Manchester Utd F'ball	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Maze Mania	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Mega-Games Vol 2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Microprose Soccer	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Mr Heli	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
N. Mansell G.P.	[illegible]	11.94	—	—	[illegible]	[illegible]
National	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
New Zealand Story	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Night Raider	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Operation Thunderbolt	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Operation Wolf	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Oriental Hero	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Outrun	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Pac-Land	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Pac-Mania	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Panic Stations	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
PHM Pegasus	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Phobia	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Pool of Radiance	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Power Drift	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Proc. Stealth Fighter	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Purple Saturn Day	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Quarterback	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
R-Type	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rainbow Islands	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rainbow Warrior	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rambo-3	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Real Ghostbusters	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Red Heat	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Renegade-3	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rick Dangerous	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Robocop	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rock & Roll	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rock ★ Ate My Hampster	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Rocket Ranger	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Roy Of The Rovers	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Run the Gauntlet	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Running Man	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Saint & Greavsie	[illegible]	10.94	[illegible]	[illegible]	[illegible]	[illegible]
Santa's Collection	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Savage	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Scrabble De-Luxe	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Shinobi	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Silkworm	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Six Pack-3	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Skate or Die	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Soccer Spectacular	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Soccer Squad	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Special Action	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Speedball	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Spherical	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Sporting Triangles	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Star Glider-2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Star Trek	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Star Wars Trilogy	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Stormlord	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Story So Far, Chap 2	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Strider	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Stunt Car	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Super Trux	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Super Wonderboy	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Supersports (Alt. Olymp)	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Supreme Challenge	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Taito Coin-Op Hits	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tank Command	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Ten Great Games-3	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Terry's Big Adventure	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Test Drive	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Thunderbirds	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Thunderblade	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Times Of Lore	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Timescanner	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tin Tin	[illegible]	10.94	[illegible]	10.95	[illegible]	10.99
Track Suit Manager	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Train, The	[illegible]	11.94	[illegible]	11.95	[illegible]	11.99
Treble Champions	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Tusker	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Untouchables	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Vigilante	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Vindicators	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
W.E.C. Le-Mans	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
War in Middle Earth	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
We Are The Champions	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Weird Dreams	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Xenon	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]
Xybots	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

16 BIT	ST	AMIGA	IBM
3-D Pool	[illegible]	[illegible]	14.99
A.P.B.	[illegible]	[illegible]	—
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Altered Beast	[illegible]	[illegible]	—
[illegible]	[illegible]	[illegible]	—
Barbarian-2 (Palace)	[illegible]	[illegible]	—
Barbarian-2 (Psygnosis)	[illegible]	[illegible]	—
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Bloodwych	[illegible]	[illegible]	—
Bomber	[illegible]	[illegible]	—
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Brian Clough F. Sup League	[illegible]	[illegible]	—
Cabal	[illegible]	[illegible]	—
Castle Warrior	[illegible]	[illegible]	—
Chambers of Shao-Lin	[illegible]	[illegible]	—
Conflict in Europe	[illegible]	[illegible]	—
Damocles (Mercenary 2)	[illegible]	[illegible]	—
[illegible]	[illegible]	[illegible]	[illegible]
Denaris	[illegible]	[illegible]	[illegible]
Dominator	[illegible]	[illegible]	—
Double Dragon	[illegible]	[illegible]	[illegible]
Dragon Flight	[illegible]	[illegible]	[illegible]
Dragon Ninja	[illegible]	[illegible]	[illegible]
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Dragon Spirit	14.90	[illegible]	—
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F-19 Stealth Fighter	[illegible]	[illegible]	[illegible]
Falcon F-16	[illegible]	[illegible]	[illegible]
Falcon F-16: Mission Disk	[illegible]	[illegible]	—
Fed. of Free Traders	[illegible]	[illegible]	—
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Forgotten Worlds	[illegible]	[illegible]	15.99
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Grand Prix Circuit	[illegible]	[illegible]	[illegible]
Gunship	[illegible]	[illegible]	[illegible]
Highway Patrol	[illegible]	[illegible]	[illegible]
Hills Far (AD&D)	[illegible]	[illegible]	—
Horse Racing (Omni)	—	[illegible]	[illegible]
I. Jones & Last Crus. (Adv)	[illegible]	[illegible]	[illegible]
Infestation	[illegible]	[illegible]	—
Ivanhoe	[illegible]	[illegible]	—
Ken Dalglish S.Mgr-2 (or 1)	[illegible]	[illegible]	—
Kick Off	[illegible]	[illegible]	[illegible]
Kings Quest-4	[illegible]	[illegible]	[illegible]
Kult	[illegible]	[illegible]	—
Laser Squad	[illegible]	[illegible]	—
Last Ninja-2	[illegible]	[illegible]	—
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Millennium 2.2	[illegible]	[illegible]	19.99
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New Zealand Story	[illegible]	[illegible]	—
Nigel Mansell G.P.	[illegible]	[illegible]	—
North & South	[illegible]	[illegible]	—
Operation Thunderbolt	[illegible]	[illegible]	—
Operation Wolf	[illegible]	[illegible]	[illegible]
Oriental Hero	[illegible]	[illegible]	[illegible]
Outrun	[illegible]	[illegible]	[illegible]
Passing Shot	[illegible]	[illegible]	—
Paul Gascoigne Soccer	[illegible]	[illegible]	—
Personal Nightmare	[illegible]	[illegible]	—
Player Manager	[illegible]	[illegible]	—
Police Quest-2	[illegible]	[illegible]	[illegible]
Pool of Radiance (AD&D)	[illegible]	[illegible]	[illegible]
Populous	[illegible]	[illegible]	—
Populous Data (Prom. Land)	[illegible]	[illegible]	—
Power Drift	[illegible]	[illegible]	—
Powerdrome	[illegible]	[illegible]	—
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R-Type	[illegible]	[illegible]	—
RVF Honda	[illegible]	[illegible]	—
Rainbow Islands	[illegible]	[illegible]	—
Rainbow Warrior	[illegible]	[illegible]	—
Red Heat	[illegible]	[illegible]	—
Rick Dangerous	[illegible]	[illegible]	—
Robocop	[illegible]	[illegible]	15.99
Rocket Ranger	[illegible]	[illegible]	—
Running Man	[illegible]	[illegible]	—
Saint & Greavsie	[illegible]	[illegible]	—
Shadow of the Beast	[illegible]	[illegible]	—
Shinobi	[illegible]	[illegible]	—
Shoot 'Em Up Const.	[illegible]	[illegible]	—
Silkworm	[illegible]	[illegible]	—
[illegible]	[illegible]	[illegible]	[illegible]
Sim City	[illegible]	[illegible]	[illegible]
Soccer (Ocean)	[illegible]	[illegible]	—
Space Max	—	—	[illegible]
Space Quest 3	[illegible]	[illegible]	[illegible]
Star Glider-2	[illegible]	[illegible]	[illegible]
Star Trek Five	[illegible]	[illegible]	[illegible]
Star Wars Trilogy	[illegible]	[illegible]	—
Story So Far, Chapter 3	[illegible]	[illegible]	—
Strider	[illegible]	[illegible]	—
Stunt Car	[illegible]	[illegible]	—
Super League Soccer	[illegible]	[illegible]	—
Super Wonderboy	[illegible]	[illegible]	—
T.V. Sports Football	[illegible]	[illegible]	—
Targhan	[illegible]	[illegible]	—
Thunderbirds	[illegible]	[illegible]	—
Thunderblade	[illegible]	[illegible]	—
Times of Lore	[illegible]	[illegible]	[illegible]
Tracksuit Manager	[illegible]	[illegible]	[illegible]
Trained Assassin	[illegible]	[illegible]	—
Tusker	[illegible]	[illegible]	—
U.M.S.-2	[illegible]	[illegible]	[illegible]
Ultima-5 (or 4)	[illegible]	[illegible]	[illegible]
Vigilante	[illegible]	[illegible]	[illegible]
War in Middle Earth	[illegible]	[illegible]	[illegible]
Wayne Gretzky Hockey	[illegible]	[illegible]	[illegible]
Xenon-2 (Megablast)	[illegible]	[illegible]	—
Xenophobe	[illegible]	[illegible]	—
Xybots	14.90	[illegible]	—

SEGA	
Afterburner	[illegible]
Alex Kidd-2	[illegible]
Alex Kidd-3	[illegible]
Altered Beast	[illegible]
Baseball	[illegible]
California Games	[illegible]
Cyborg Hunter	[illegible]
Double Dragon	[illegible]
Galaxy Force	[illegible]
Ghostbusters	[illegible]
Golvellius	[illegible]
Outrun Outrun-3D	[illegible]
Pro Football	[illegible]
R-Type	[illegible]
Rambo 3	[illegible]
Rampage	[illegible]
Rastan	[illegible]
Rocky	[illegible]
Shinobi	[illegible]
Space Harrier	[illegible]
Thunderblade	[illegible]
Time Soldiers	[illegible]
Vigilante	[illegible]
Wonderboy-2	[illegible]
World Soccer	[illegible]

Joysticks, Add-ons Etc	
10x3" Disks	[illegible]
10x3.5" Disks	[illegible]
10x5.25" Disks	[illegible]
4-Player Adap (ST/Amiga)	[illegible]
Amstrad Modulator Plu	[illegible]
CBM-64 Data Recorder	[illegible]
Centronics Printer Lead	[illegible]
Cheetah 125+ Joystick	[illegible]
Cheetah Mach-1	[illegible]
Comp. Pro-5000 Extra	[illegible]
Cruiser + Joystick	[illegible]
Disk Box(3"-3.5"-5.25"x100)	[illegible]
Dust Cover (Any Type)	[illegible]
Kempston Js Interface	[illegible]
Konix Speedking	[illegible]
Konix IBM & Card	[illegible]
Magnum Lightphaser	[illegible]
Mouse Mat (Gridded)	[illegible]
Multiface ST	[illegible]
Multiface-128 (Sp-128)	[illegible]
Multiface-3 (Sp+3)	[illegible]
Quickjoy-5 Superboard	[illegible]
Quickshot-II Turbo	[illegible]
Racemaker (Euromax)	[illegible]
Ram Delta Joystick	[illegible]

PC ENGINE	
PC Engine Console	224.99
Chan Chan	[illegible]
Fantasy Zone	[illegible]
Galaga '88	[illegible]
R-Type	[illegible]
Son & Son 2	[illegible]
Space Harrier	[illegible]
Tales of a Monster Path	[illegible]
Twin Heli	[illegible]
Vigilante	[illegible]

NINTENDO	
Goonies 2	[illegible]
Gradius	[illegible]
Kid Icarus	[illegible]
Metroid	[illegible]
Punch Out	[illegible]
Rad Racer	[illegible]
Rush'n Attack	[illegible]
Super Mario Bros-2	[illegible]
Top Gun	[illegible]
Zelda	[illegible]

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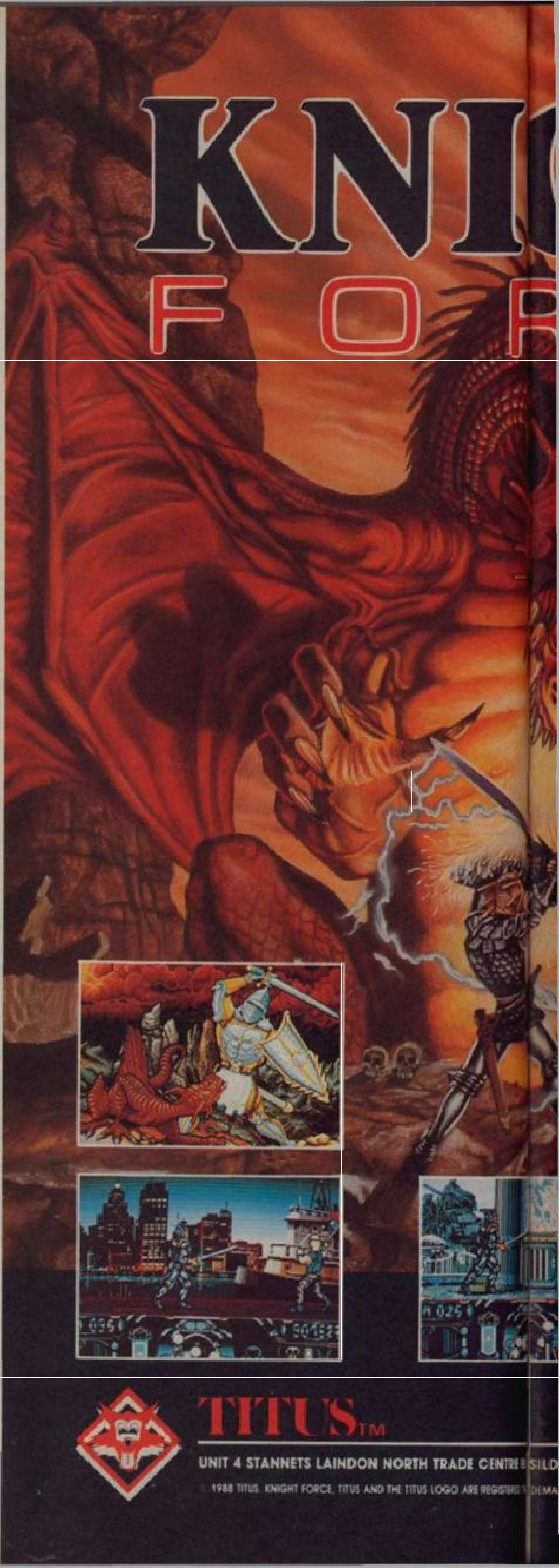
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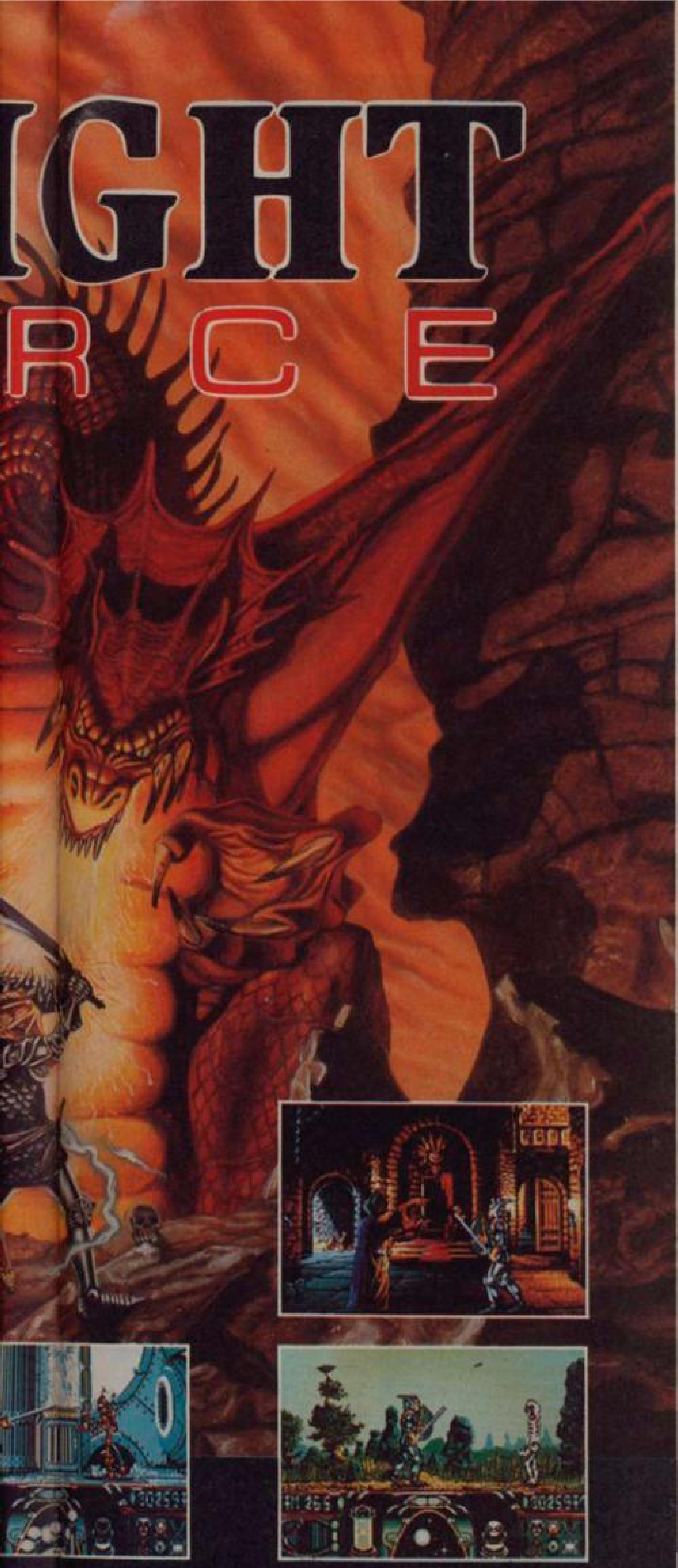

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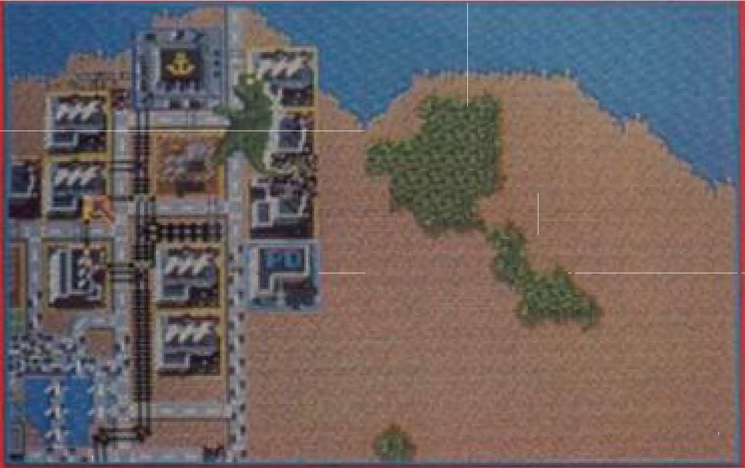
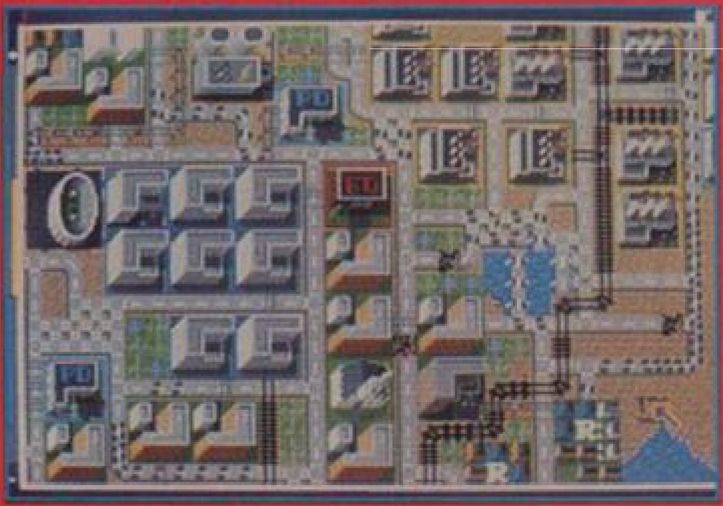
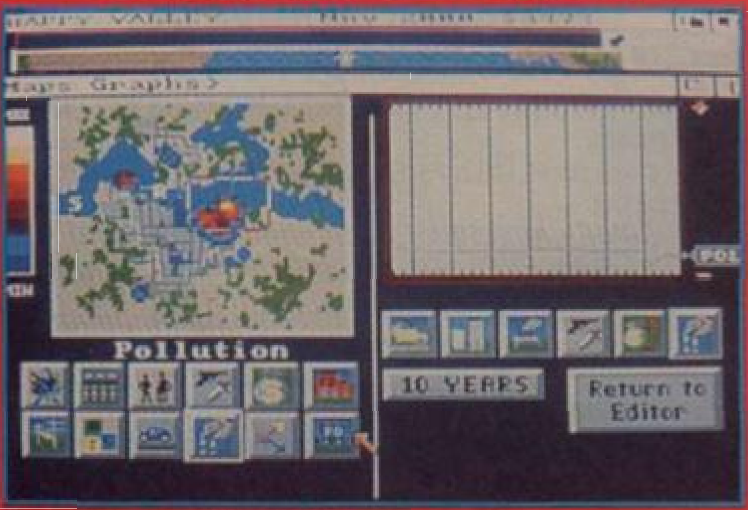


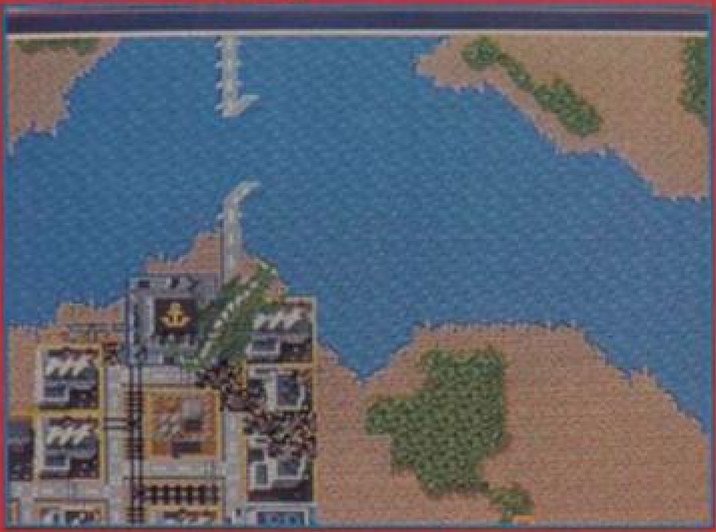
▲ *Godzilla meets Happy Valley!*



▲ *It's a busy day in downtown Happy Valley...*



▲ *Mayor Cook cleans up the city.*



▲ *The monster's heading for the bridge!!*

SiM C

BY INFOGRAMES/ MAXIS

If you've ever wanted a very good reason to go out and buy a half megabyte upgrade for your Amiga, here it is - Sim City.

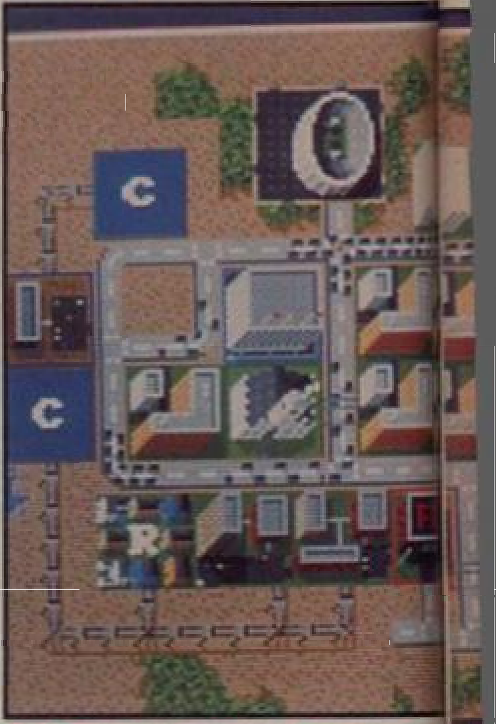
What is this memory-eating miracle of modern technology? Well it's the first ever city simulation. And if you think it sounds about as interesting as attending the planning sub-committee of the local council, you'd be wrong. Sim City is utterly fab.

OK then, what happens? Well, in the basic game you start off with a sparsely-wooded wilderness with a river running through it, and a pile of money. It's time to start building.

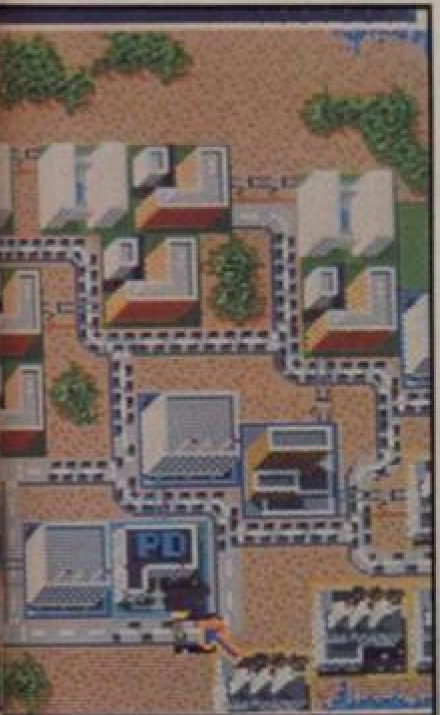
What do you need to start a city? Well, houses would help - so bulldoze down a few trees and drop in a residential zone. Jobs for the people who are going to live there... that'll be an Industrial Zone (and people don't want to live next door to a chemical works, so put it a bit out of the way). And how about some shops and stuff so everyone can buy their copies of C&VG - those are Commercial Zones.

Nothing happens. How about building a power station and connecting all the zones to it, so the lights come on? Obvious. Now something magical happens - before your eyes the city starts to grow... within the limits of the zones you have set down.

Little houses spring up in the Residential Zones, Factories grow in the Industrial Zones, Shops sprout up in the Commercial Zones - you can see the dynamics of this by glancing at the thin graph on the far left of the screen, which has yellow, green and blue lines. If they point up everything is positive and alright -



▲ *Under construction: commercial districts for Dullsville.*

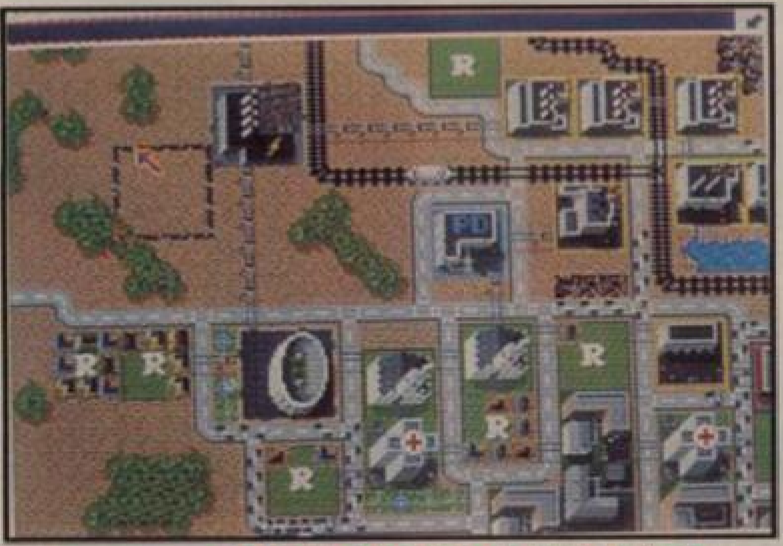


ial

if they point down, something is going wrong.

Like now for instance. The first year has whizzed by and you go to set your budget and find you are very unpopular and there is very little growth. Ah! No transport. You have to connect the zones together by building roads or railways. No problem. Do this and the traffic starts to flow before your very eyes as the Sims go from home to work and back again.

Call up the comprehensive set of graphs and zone maps. Crime is up! Build a Police Station and see it go down under the influence of law and order. And how about a Fire Station while you are at it, just in case there's an outbreak of playing with matches? Bloomin' heck - it's the end of the year again. Look at all that money you've spent! And how little is coming in. Raise taxes! But watch out because your people might get fed up with high taxes and move out of the city! Lower taxes! Expand the city! Spend, spend, spend!



▲ Building dez rezzes in prime positions.

C+VG HIT!

See the traffic problems build up. See pollution get higher. See everyone complain! Worry about why industry is moving out and unemployment is rising! As your city grows more, fret about how you are going to afford to buy your Sims a Stadium! And keep industry happy with a Port. And commerce happy with an Airport.

Then just when you think you've got everything under control, a big green monster comes along and starts flattening the lot... or maybe an earthquake happens. Actually, these disasters are optional - if you'd rather have a quiet life.

What did you think of the feeling of power that Populous gave you? Sim City delivers that and more - as a true reality is created which lives, breathes and complains!

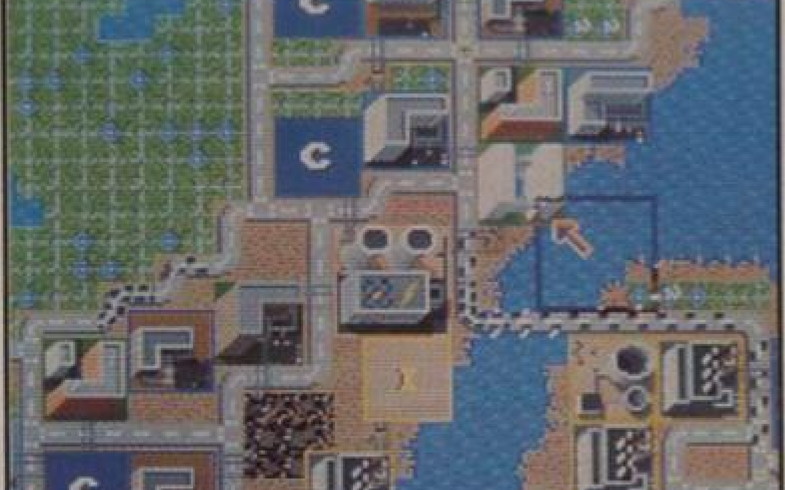
You can experiment and build different types of city - or load existing scenarios which pit your skills again famous disasters, like the San Francisco Earthquake!

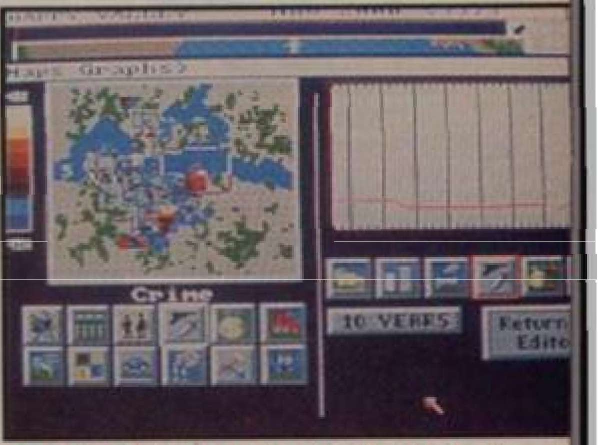
Chances are you will find that Sim City exercises a strange fascination as you carefully tend and build your creation (mine's called Happy Valley!) and try to keep the residents happy and the budget balanced.

Sim City is a classic - a work of true genius - and is a program that no Amiga owner should be without.

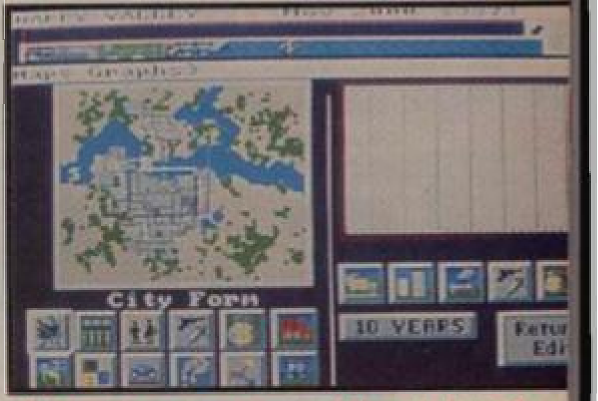
JOHN COOK

▼ That power station's about to meltdown - what can you do?





▲ Crime's on the increase in Happy Valley.



▲ How far can you extend the city limits?

AMIGA	£29.99
GRAPHICS	85%
SOUND	70%
VALUE	88%
PLAYABILITY	96%

An opportunity to build your own world - then watch it tell you you're doing a very bad job. A fabulous, amazingly addictive and highly entertaining game which shouldn't be missed.

OVERALL 94%

UPDATE

Macintosh version already exists and is just as fab; expect a PC version to hit the streets later in the year. No ST conversion planned as yet, sob! On 8-Bit? Forget it!

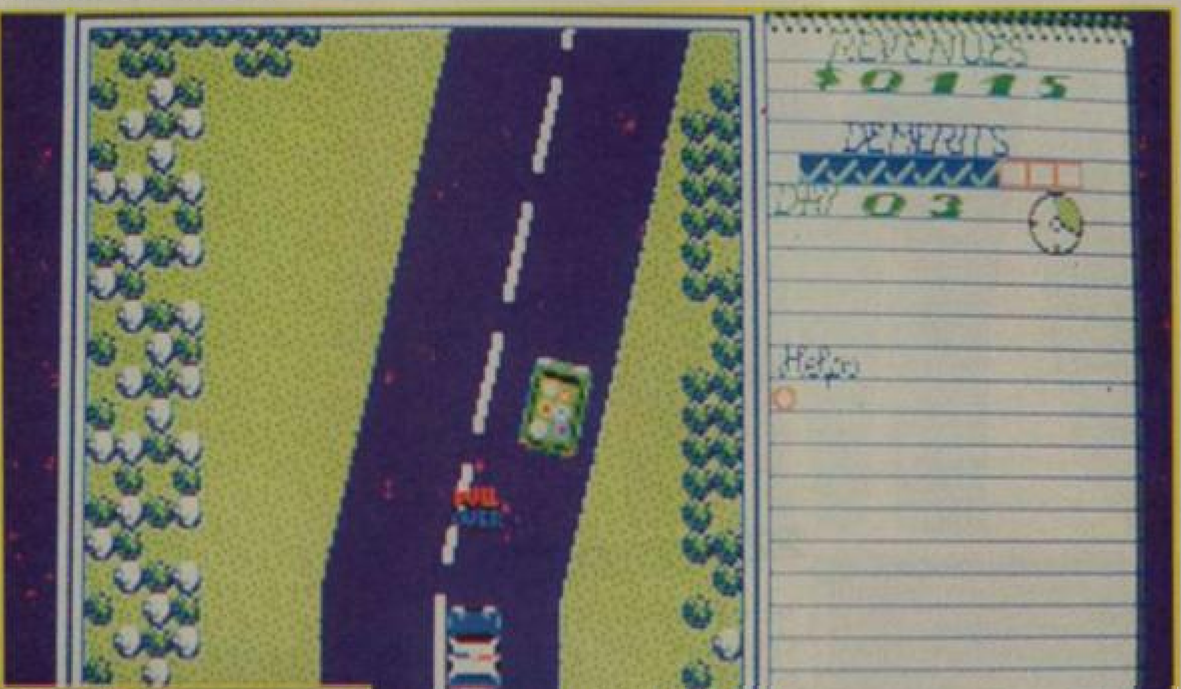
APB

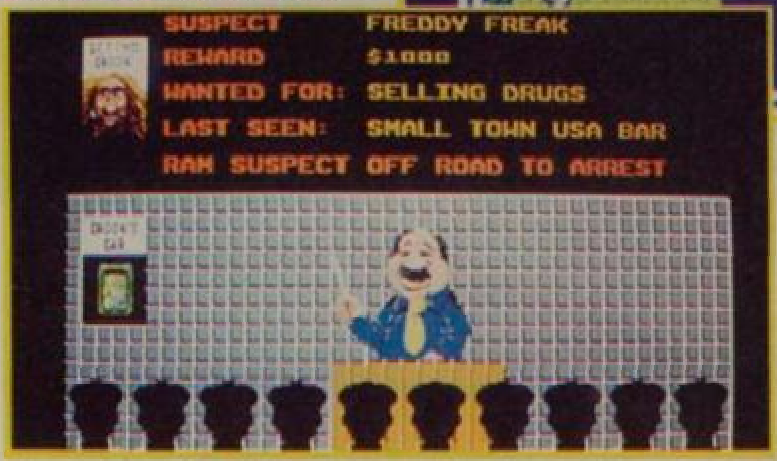
BY DOMARK

If you've ever wanted to become a Policeman, here's your chance in this not-too-serious arcade conversion from Domark. Officer Bob is your name, and apprehending 'orrible villains is your game. But they're not your common or garden villains. There's none of this "'ello, 'ello, 'ello what's going on 'ere then - you're nicked sonny" stuff here. No siree, Bob. Do that and you're likely to get a stick of dynamite stuffed up your nose. The felons Bob encounters are all heavily armed and don't think twice about taking pot-shots at approaching coppers...

The game begins with a practice screen in which novice rozzers can warm up by driving around a test track in their cop car. After that the action begins proper with Bob going out on his first mission. The game uses an overhead viewpoint, and the road scrolls past as Bob races along in his car.

There are a lot of criminals on the road, the most common being litterbugs. They spread rubbish from their cars, but can be arrested and fined simply by guiding the arrest cursor that floats in front of Bob's car over them and pressing fire.





SUSPECT FREDDY FREAK
REWARD $1000
WANTED FOR: SELLING DRUGS
LAST SEEN: SMALL TOWN USA BAR
RAM SUSPECT OFF ROAD TO ARREST

Every time Bob crashes he gains a demerit - too many of those results in Bob being chucked out of the force. The car also has a limited amount of fuel - running out also results in expulsion from the force.

Arrest your quota of law breakers and head back to the station to collect bonus points. On day two the first of the big baddies appear - in this case Freaky Freddy the drug dealer. He drives around in a flowery hippy van and can only be apprehended by bashing him off the road. Arrest him and take him back to the station and you get the chance to force him to confess.

This is a really neat screen in which the shadows of Bob and his suspect, being clutched by his collar, are seen through an office window. Wiggle the joystick as fast as possible to get your confession - but be quick because the captain's coming down the stairs and if he catches Bob, he won't get a hefty confession bonus!

The game continues along these lines, with villains becoming tougher and tougher to arrest, and even more criminals taking to the road. Officer Bob certainly has his work cut out attempting to keep law and order!

The ST conversion suffers from jerky scrolling and sprite movement and rather indistinct graphics, but the intermission screens are great, and the use of samples from the original machine result in an amusing game that fans of the coin-op will love.

The Spectrum version is disappointing, though. It's a fairly accurate copy of the coin-op, but unfortunately has an over-sensitive control method which makes it very difficult and frustrating to play. One for ardent APB fans only.

JULIAN RIGNALL

UPDATE

Amiga, C64 and Amstrad versions are due soon. Amiga APB should be smoother than the ST version, and hopefully will sound as good. Lets hope the C64 and Amstrad versions are an improvement on the Spectrum.

SPECTRUM £9.99

An over-sensitive control method and erratic car speed makes this very frustrating to play. One for ardent APB fans only.

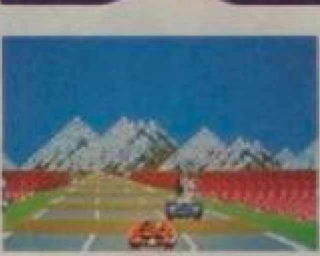
OVERALL 62%

ST	£19.99
GRAPHIC	78%
SOUND	82%
VALUE	76%
PLAYABILITY	72%

A humorous and original concept which is let down by jerky scrolling and sprite movement. APB fans will love it, but others mightn't feel so enthusiastic.

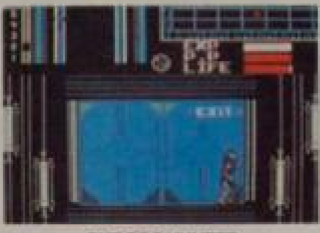
OVERALL 78%

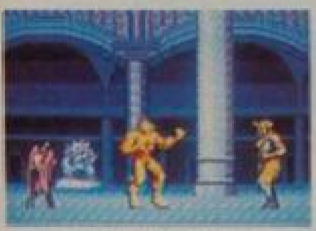
SEGA®


OUTRUN 3D

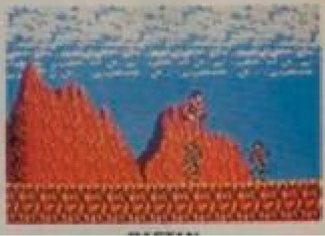
RAMPAGE

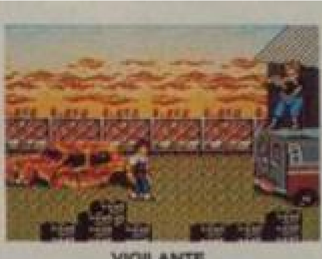
TIME SOLDIERS

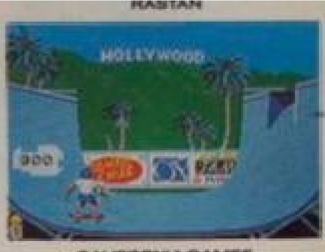

CYBORG HUNTER


ALTERED BEAST

BOMBER RAID


RASTAN


VIGILANTE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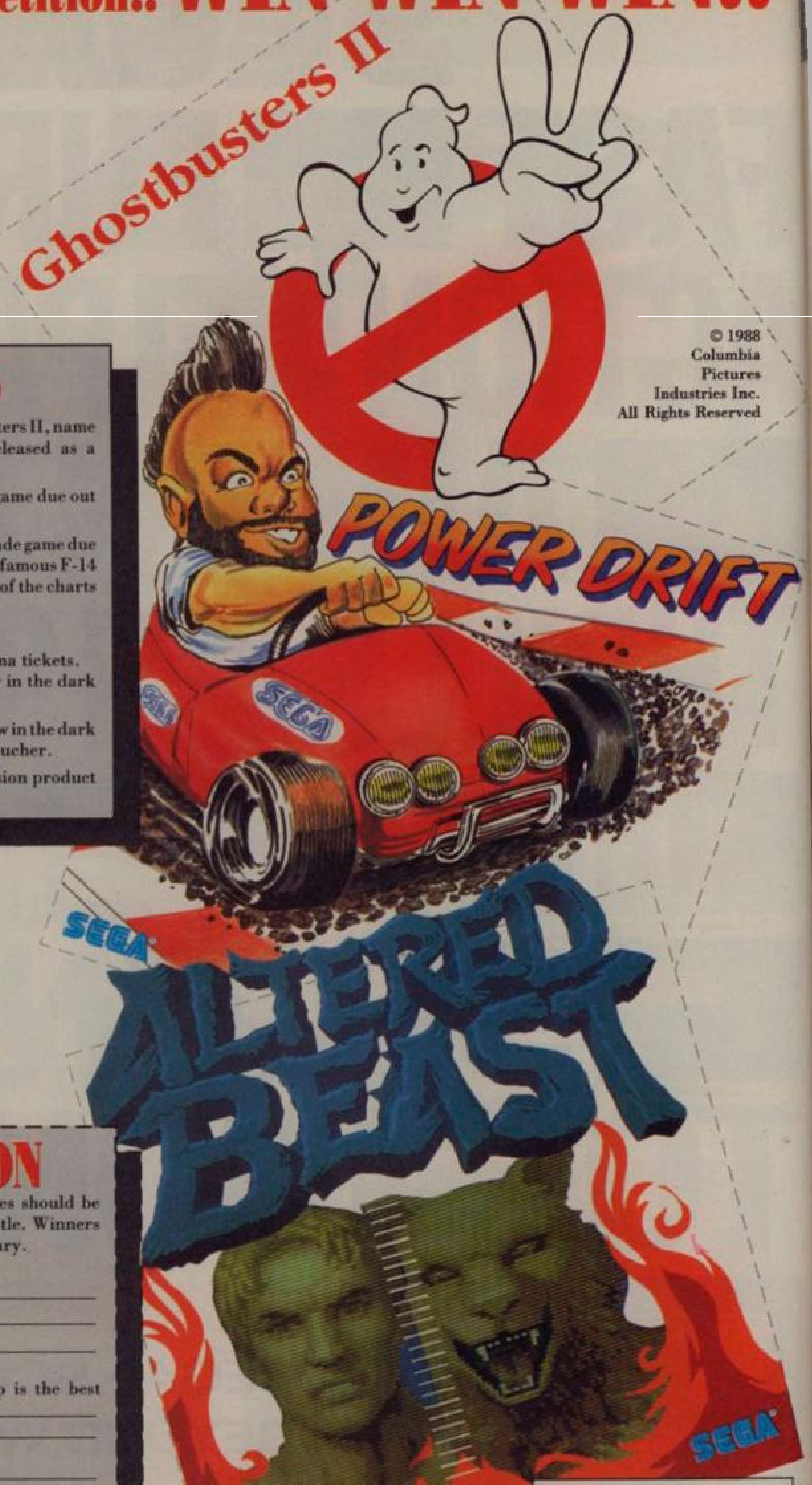

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QUESTIONS

1. In addition to the forthcomming Ghostbusters II, name two other films that Activision have released as a computer game?
2. Name Activision's No1 four wheel racing game due out this Christmas? It's in pole position!
3. Galaxy Force, is the next fighter plane arcade game due out soon from Activision. Name that other famous F-14 plane arcade smash hit released to the top of the charts last Christmas from Activision?

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1st Prize - 1 Year's supply of monthly cinema tickets. Exclusive Ghostbusters II "Glow in the dark T-shirts".

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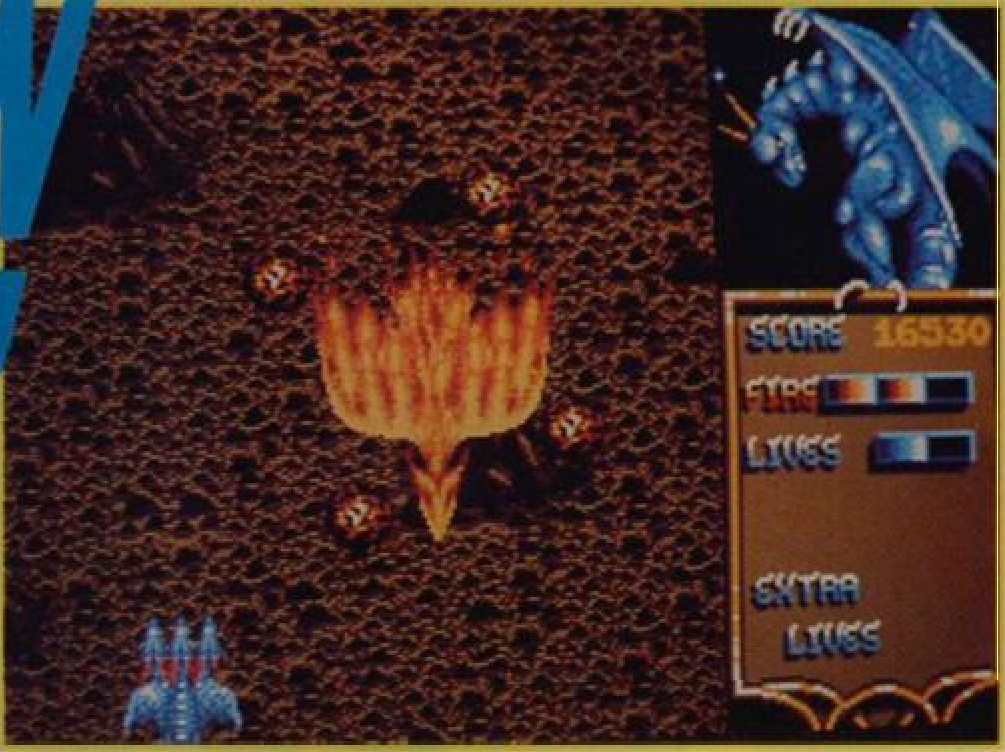
DRAGON SPIRIT

BY DOMARK

▼ *Fighting the flaming pheonix.*



Domark's latest Tengen conversion offers a new twist on the vertically scrolling shoot 'em up theme. Instead of flying a space ship against the massed army of some exotic alien nation, you take control of a huge blue dragon on a mission to rescue a Princess who has been captured by a big, evil monster. This requires you to fly through eight levels of action and lay waste to anything that gets in your way.

The landscapes are varied, and range from volcanic ranges through snowscapes to deep valleys. Each one is packed with hordes of flying creatures and mutant foliage which spit fireballs at your dragon. The dragon can defend itself by gobbing fire bolts at anything in the air and blue firebombs earthwards to burn things on the ground. And there are plenty of targets to torch!

To help prolong your dragon life, there are also power-up icons to collect. These are released when an egg is firebombed, and the icon inside can give an extra head (up to three), shrink your dragon (makes you a lot harder to hit), give extra shot power, full flame or homing missiles, a temporary shield, earthquake power (destroys all ground objects), extra points or extra lives. A neat collection, really.

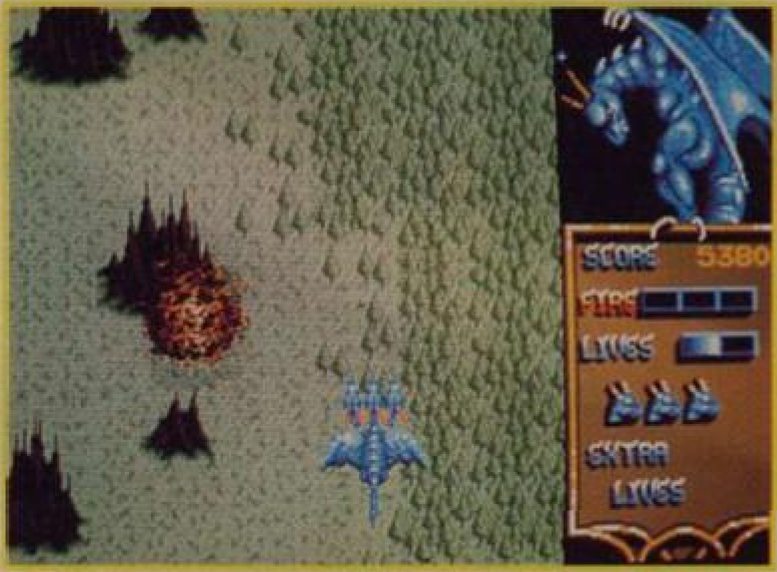
At the end of each level is (surprise, surprise) a giant guardian who must be destroyed. These range from dinosaurs to maniacal flowers, and put up a tough fight, with missiles flying from all angles! If you destroy the baddie at the end of the eighth level, the Princess is rescued and you can get your just rewards...

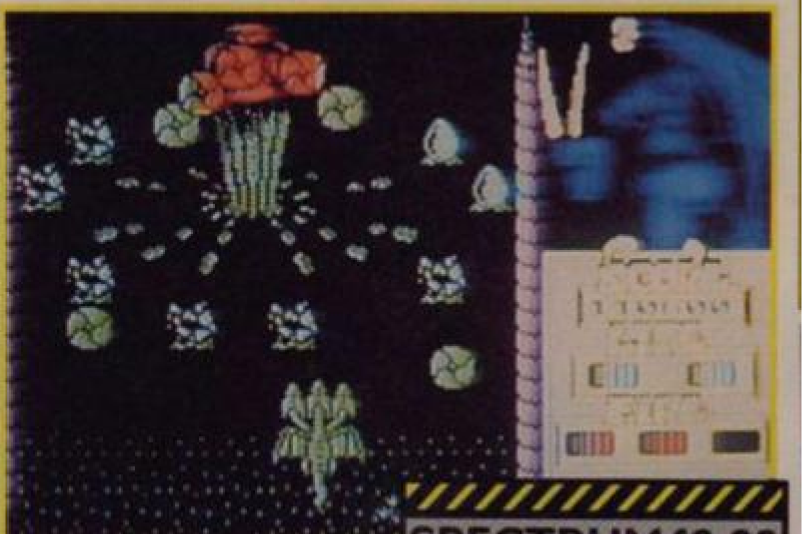
The Spectrum conversion contains all the elements of the original coin-op, and there's plenty of action for blasting fans to get their teeth into.

The ST version boasts similar graphics and playability to the arcade original, and although the action is tough, it's highly addictive and is recommended to shoot 'em up fans.

JULIAN RIGNALL

▼ *Dodge the fiery balls.*





▲ *Plug the pulsating poppy pods.*

UPDATE

Amiga, C64 and Amstrad versions will be available soon. The Amiga version should be similar to the ST, but with slightly better sound and graphics, while the other two will be more colourful and noisy than the Spectrum, but will play the same.

SPECTRUM £9.99

An addictive conversion which contains all the features of the original machine.

OVERALL 81%

ST	£19.99
GRAPHICS	83%
SOUND	75%
VALUE	78%
PLAYABILITY	83%

An accurate and action-packed conversion with great graphics and addictive gameplay.

OVERALL 82%

RED UP...

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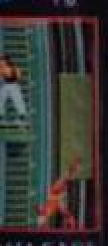

ATA EAST

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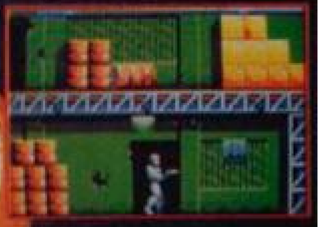

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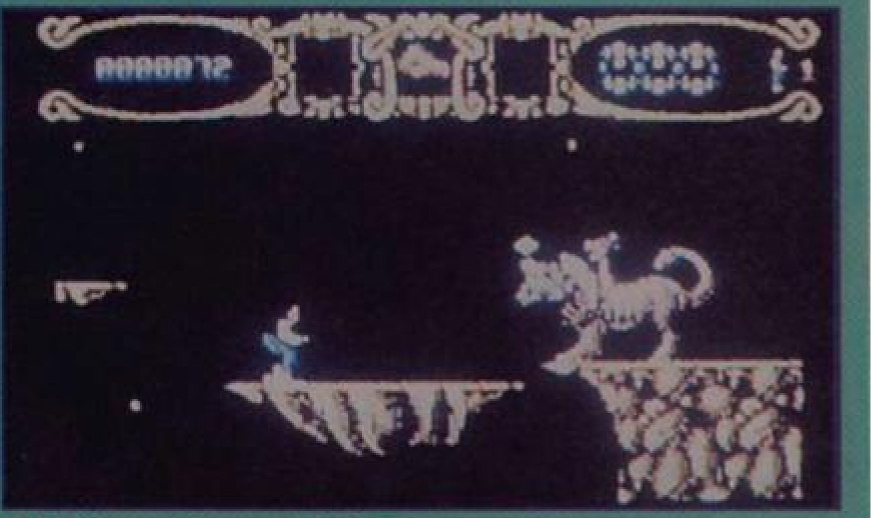
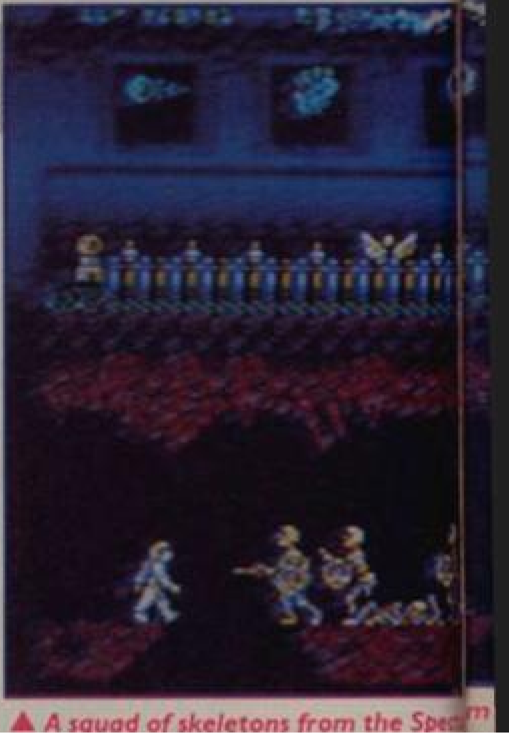
► C64 SPECTRUM



▲ *Dodge the Chimera's fireballs!*

Picture the scene. There you are, coming out of Tesco's with your carrier bag full of mixed vegetables, when ZAMM! you're suddenly zooming through a tunnel of light, going baaaack through time.

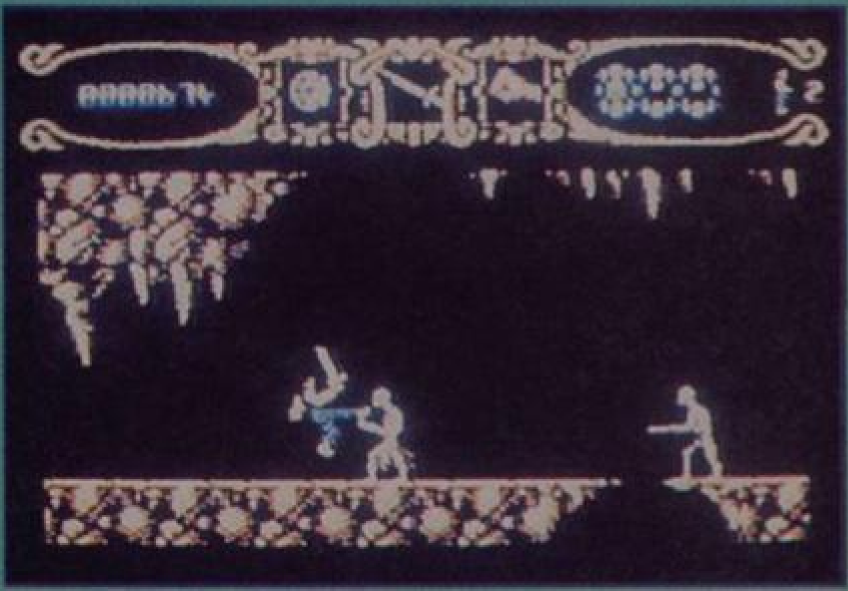
"Panic not, humanling, for ye are the chosen one," croons an eerie god-like voice. "Only ye can defeat the evil deity, Dameron, who is making our lives a misery in ancient times. And if we, the benevolent gods, are not around to keep the human race going in the past, ye and thy race won't even exist in the future, let me tell ye."



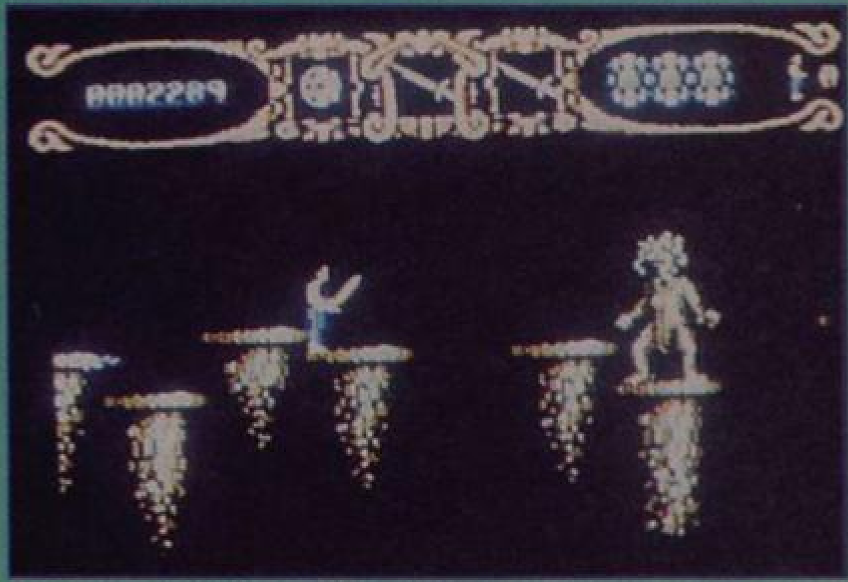
▲ *A squad of skeletons from the Spec*

MYT

BY SYSTEM 3



▲ *Hai-YA! A skellie gets it in the neck.*



▲ *Use your shield to deflect Medusa's gaze.*

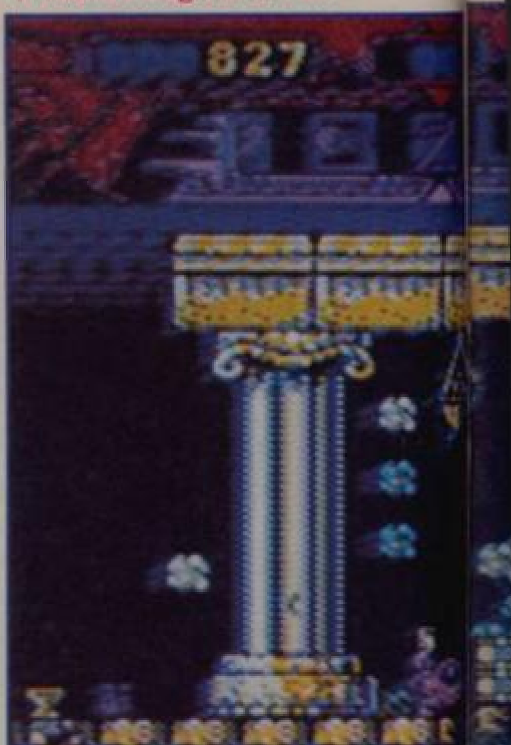
With a strange "woo-eeee-ooo" sound echoing in your ears, you appear in a scrolling cave of rocky platforms. A quick jog and jump is all it takes to find that this cave isn't just any old scrolling cave full of rocky platforms. Sword-wielding skeletons patrol the ledges, and from roosts in the roof, fiendish harpies swoop down, talons bared. Your only defence is your fists, your feet and your cat-like agility, but if you're lucky, thumped monsters leave handy weapons behind for you to collect.

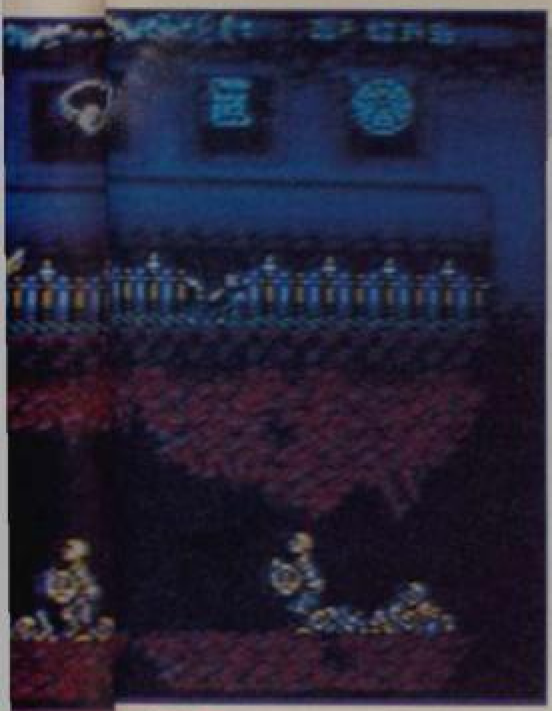
Carrying a sword replaces your array of punches and kicks with leaping lunges and savage slashes. Other weapons such as tridents and magic fireballs can be thrown with devastating effects.

After dealing death to the Chimera guarding the cave exit, you run outside, straight into a crowd of angry Greeks bearing a striking resemblance to the cast of *Jason and the Argonauts*. Watch out for the Siren, who lures you towards her then turns into a whopper serpent and gobbles you up. One judicious jab and she disappears, leaving behind a useful amulet

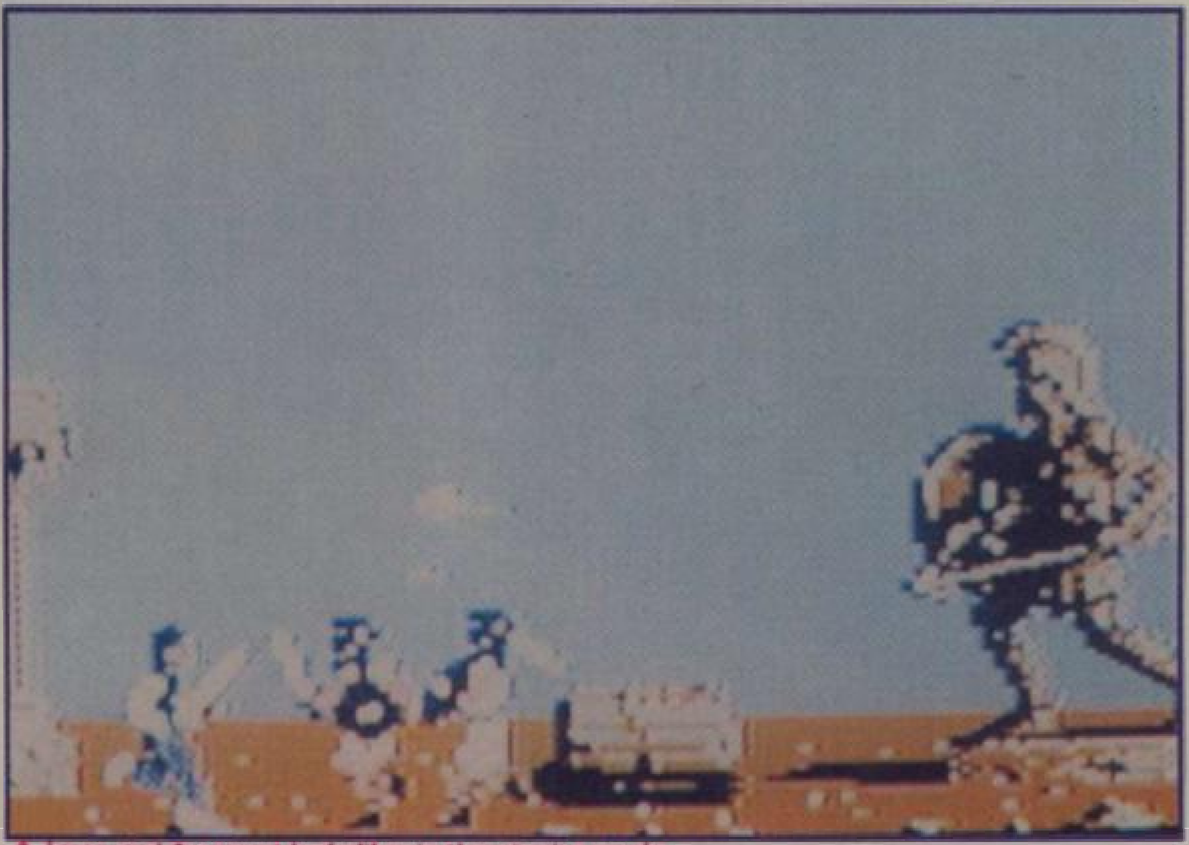
At this point I should mention that *Myth* is nine parts platform beat 'em up, and one part adventure. The thinking comes in at least once each section, when you meet the megabeast which requires some special tactic to kill. Anyone familiar with ancient mythology or even Ray Harryhausen movies will know how to deal with them, but they usually require a certain object from earlier on in the game. For instance, killing the many-headed Hydra has to be done Perseus-style, by somehow hacking off the Gorgon's head and using it to turn the Hydra to stone.

▼ *There's magic in the air!*





Spectru version.



▲ *Jason and Argonaut lookalikes in threatening mode.*

C+VG HIT!

The game continues in this vein, taking you through confrontations with legendary monsters and gods from Greek, Roman, Egyptian and Norse mythologies, as well as a trip through Faery-type legend. This takes up four separate loads so there's a heck of a lot of playing to be done before you get to fight Dameron.

Inimitable pixel Picasso, Bob Stevenson, has designed the Commodore version's graphics which in spite of their small size are intricately detailed. The animation of the sprites, particularly the player's character, is very slick indeed, giving an almost Rotoscoped effect as he runs, leaps and kicks the heads of skellies.

Sound, too, is rather nice, running to some sampled speech and great clanking swords and thumping effects.

Myth's bias towards arcade action rather than adventuring makes it even more addictive than *Tusker* (reviewed last month). Your little time traveller is such a flexible fighter that the gameplay avoids getting into the rut of walk-along-and-slash, so it's guaranteed to keep you occupied for many hours after you've shelled out your tenner. There's no doubt about it - it's another winner for System 3.

PAUL GLANCEY

UPDATE

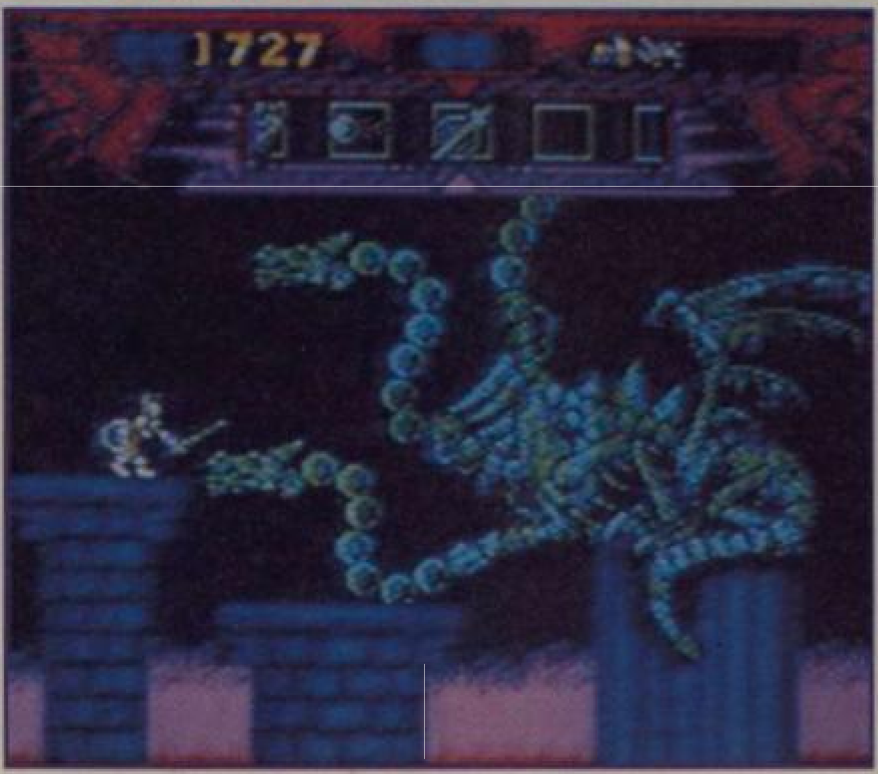
Myth is soon to appear on Amstrad and Spectrum as well as ST and Amiga. The gameplay should be indistinguishable between the different formats, but System 3 promise that the graphics and sonics on the 16 bit versions will make full use of each machine's capabilities.

C64	£9.99
GRAPHICS	89%
SOUND	88%
VALUE	90%
PLAYABILITY	92%

System 3 add another superb arcade adventure to their catalogue. In fact, you'd have to be pretty thtupid to Myth it.

OVERALL 90%

▼ *Say hi to the Hydra.*



TAKING THE MYTH

System 3 are so chuffed with Myth, that they've decided to get together with us here at C+VG and offer a brilliant video cassette recorder as first prize in this Myth competition. And as an added bonus they're also giving away a copy of the Jason and the Argonauts video, so the winner can watch lots of jolly mythological japes.

So what have you got to do to stand a chance of winning this video machine? Well, since Myth is all about ancient legends and lore, we've decided to ask you five questions on the subject. They're nice and easy (they've got to be, Jaz made them up and he's rubbish at history) so you won't even have to get out those dusty old history books...

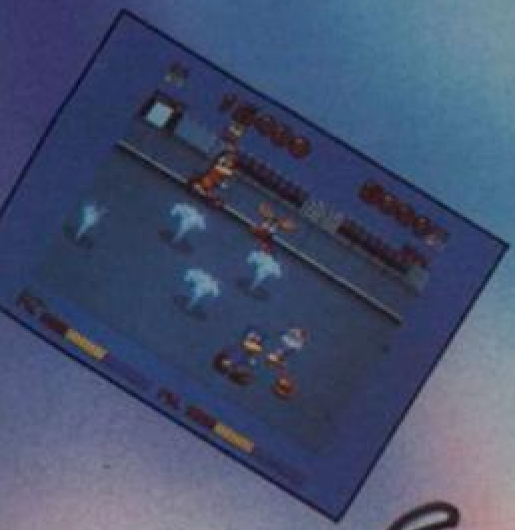
When you've got all five answers right, write them on the back of a postcard or sealed-down envelope and send them off to: I'M A MYTHOLOGICAL GENIUS SO THOSE QUESTIONS WERE A PIECE OF CAKE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date for the comp is October 16 - after that we'll be putting all the entries into a giant sack, and the first correct one pulled out will win its sender the video player and the tape.

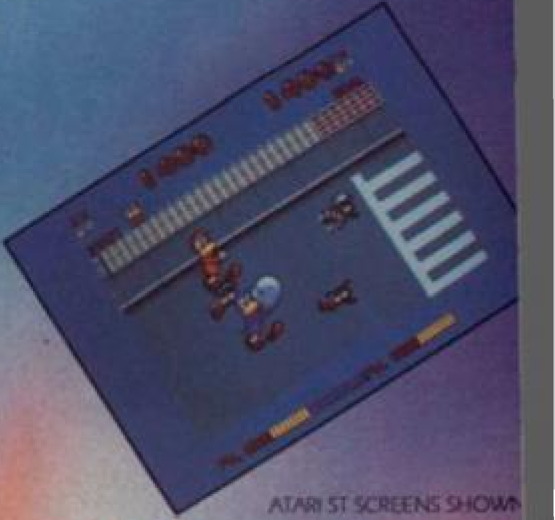
Great eh?

THE QUESTIONS

1. What is Thor god of
2. Which mythological character has snakes for hair?
3. Who is Zeus?
4. Where was Achilles' vulnerable spot?
5. Where did the Greek gods live?

DYNAMITE DÜX





When little Lucy is stolen by the terrible Achacha her two friends BIN and PIN really do get angry! They are determined to get her back. You can help either BIN or PIN take on many different types of baddie. Be warned .... these baddies are especially evil and very cunning. Like Sumo Pigs, Snappy Dogs, Boxing Crocs, Packs of Rats, Rollerskating Cats and more!

But both BIN and PIN have simply ***incredible*** punches! When they land a punch ***KERPOW!*** no one stands up. With water spouts, volcanoes and walls of fire to stop you, what do you think will happen when you get your hands on Achacha?

ATARI ST SCREENS SHOWN

Just remember, Lucy needs you!

ACTIVISION

SEGA®

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GEMINI WING

BY VIRGIN

Hot on the slimy trail left by Xenon II's tendrils and antennae comes Gemini Wing, the heroic tale of a lone fighter who simply loathes mutant bugs, bulbous alien growths and rogue fish. And who can blame him?

Not you, since you're in charge of his craft. This is a nifty little number that can carry extra weapons pods as a kind of tail - simply collect the orbs left behind by your enemies and they're welded to your rear. Some of these are very handy, including three-way missiles, speed-ups, rota-bombs, homing missiles and (this is tops) a weapon that wipes the screen with a solid line of death. Simply holding down the fire button activates the first icon in line.

Every level is packed with the kind of creepy crawlies you wouldn't want to find in your soup, and every one is rounded off with a smarter-than-average alien that takes lots of hits to wipe out. For example, at the end of the first level you're faced by a walrus-like fish thing which can only be described as a walrus-like fish thing. It spews out big lumps of caviar but nothing much else, and is a little too easy to get rid of.

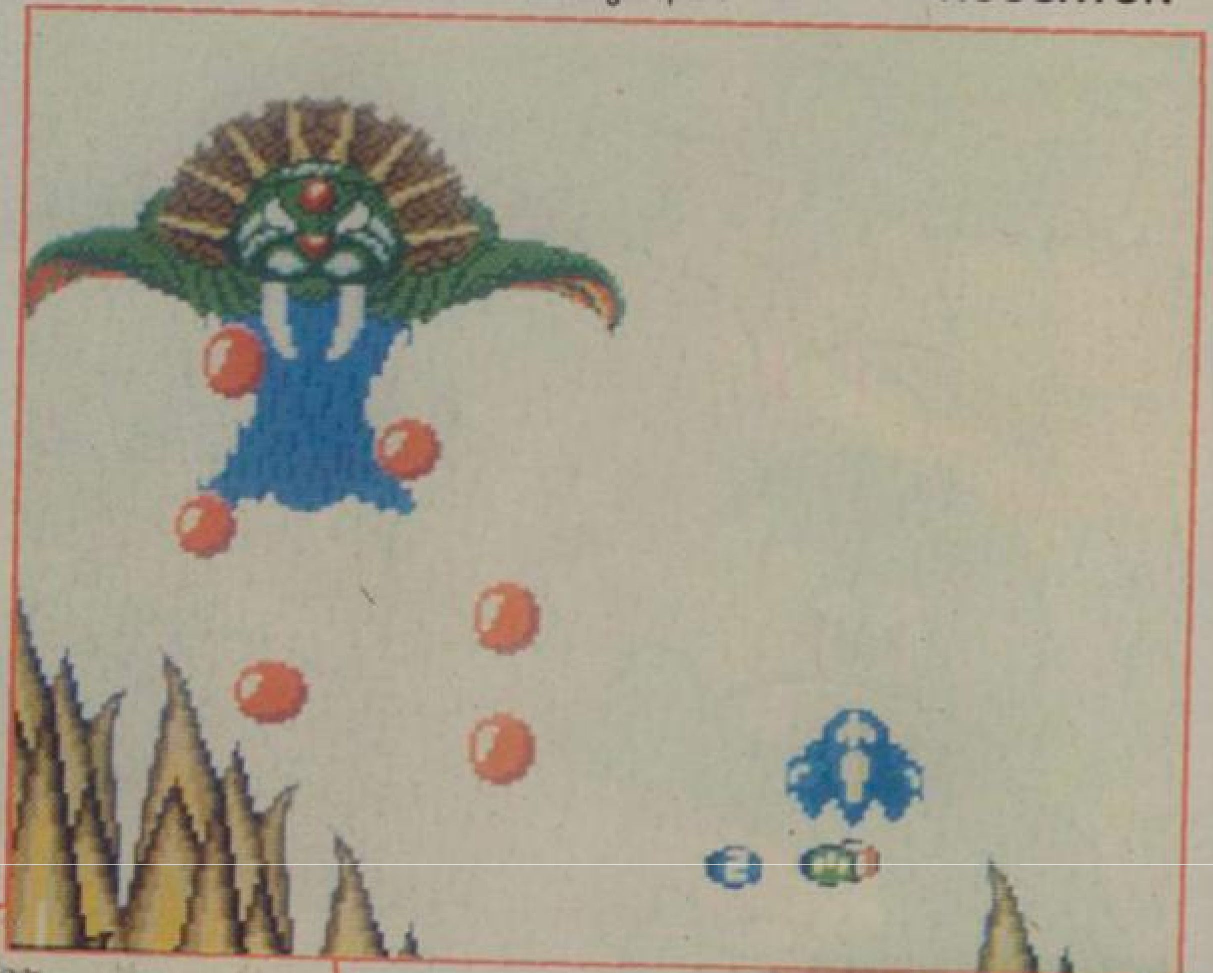
If all this sounds familiar, it is. Tecmo's coin-op was neither original nor stunning, and these versions do nothing to enhance its reputation. Worse still, both games do little justice to the capabilities of their respective machines.

Even fans of the original coin-op might be disappointed by these conversions.

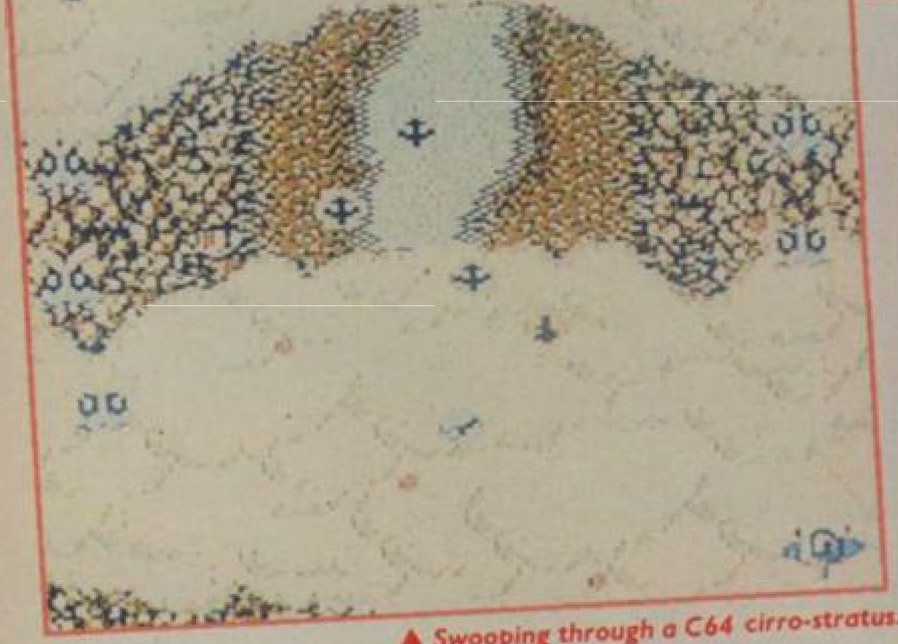
GORDON HOUGHTON

UPDATE

Gemini Wing is available on the Spectrum and Amstrad at a price of £9.99 cass, £14.99 disk; on the ST, it'll set you back £19.99. All versions should be available by the time you read this, and you can expect no major gameplay changes.



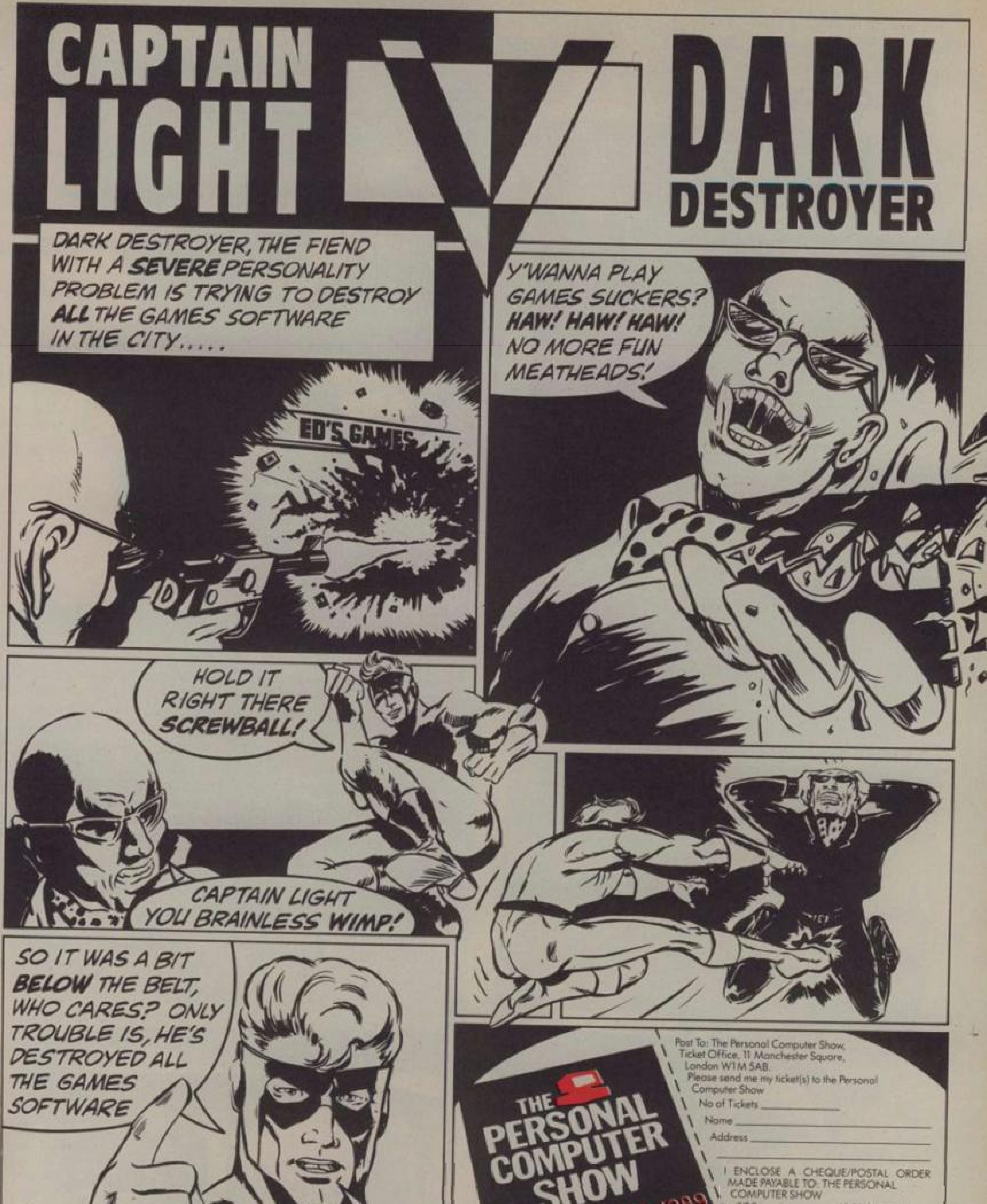
Blasting the mega-walrus on the Amiga.



▲ Swooping through a C64 cirro-stratus.

C64	£9.99
There's a multiload between the title screen and the first level every time you play, so getting started isn't much fun. The graphics are indistinct and bland and, as a result, the action is very frustrating. There are many better vertical scrollers on the 64.	
OVERALL	**31%**

AMIGA	£19.99
GRAPHICS	78%
SOUND	54%
VALUE	69%
PLAYABILITY	39%
Some attractive background graphics, sprites and end-of-level aliens don't compensate much for slow and simple gameplay. Just not in the same class as Xenon II.	
OVERALL	**48%**



CAPTAIN LIGHT
V
DARK DESTROYER
DARK DESTROYER, THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....
Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!
ED'S GAMES
HOLD IT RIGHT THERE SCREWBALL!
CAPTAIN LIGHT YOU BRAINLESS WIMP!
SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...

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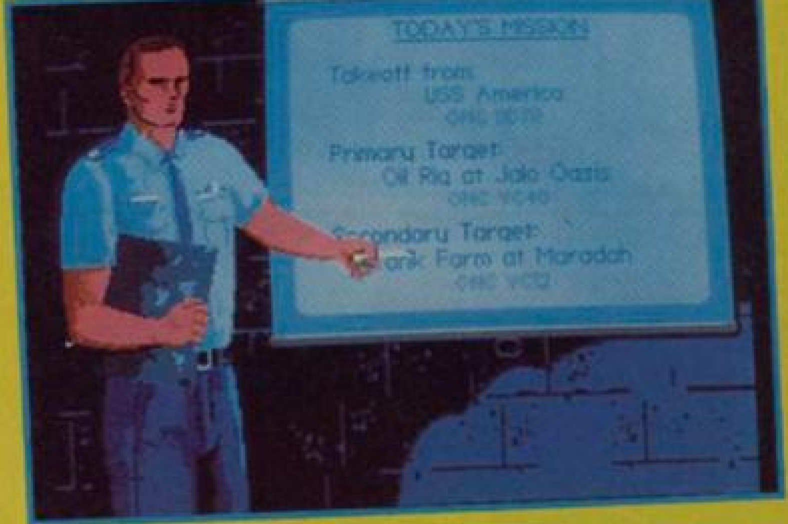


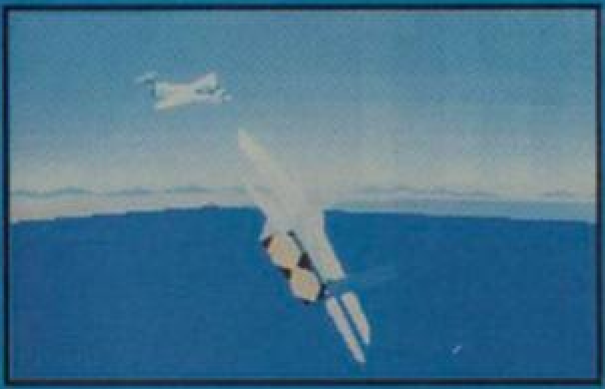
TODAY'S MISSION

Takeoff from:
USS America

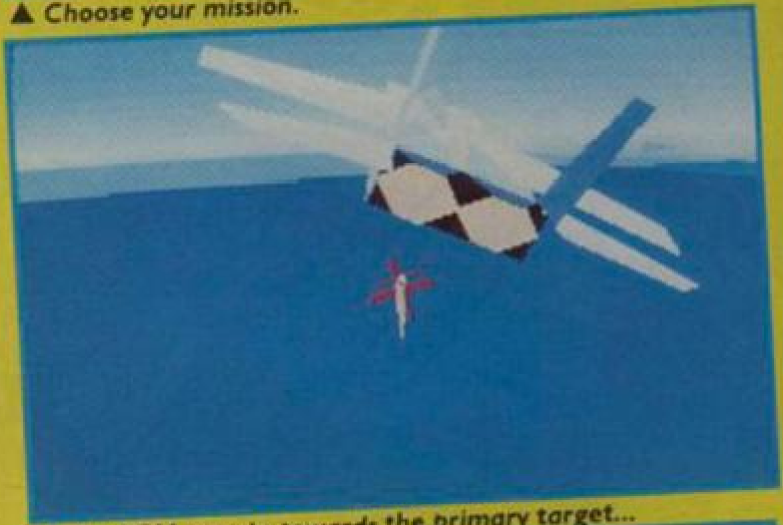
Primary Target:
Oil Rig at Jalo Oasis

Secondary Target:
Tank Farm at Maradah

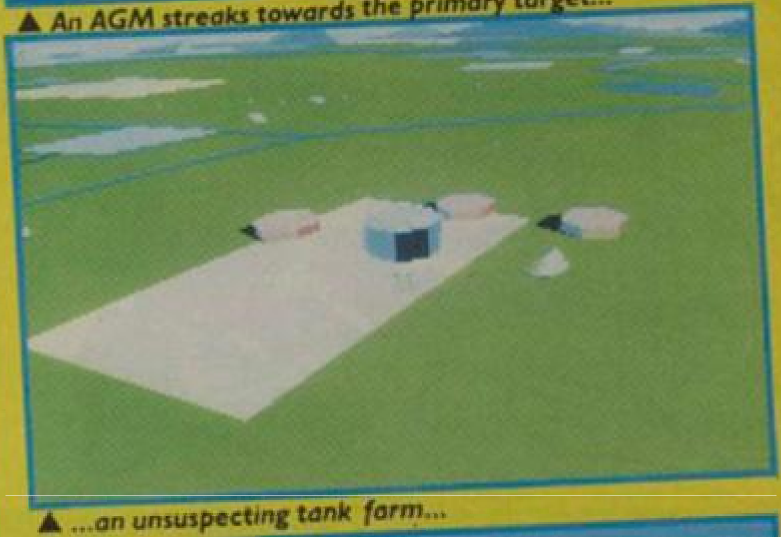
▲ *Choose your mission.*



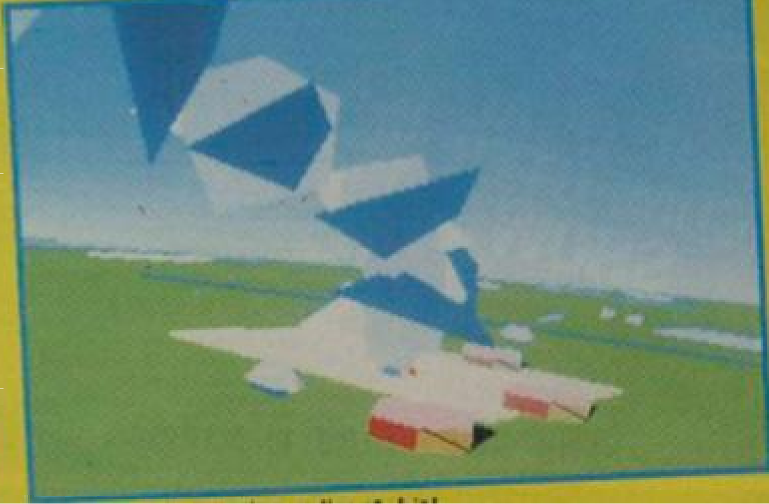
F. STRIKE



▲ *An AGM streaks towards the primary target...*



▲ *...an unsuspecting tank farm...*

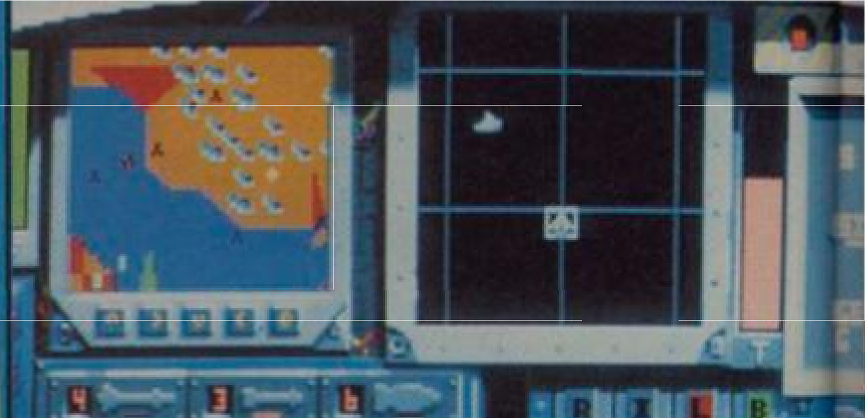


▲ *... which sustains a direct hit!*

There are certainly a lot of great flight simulators around these days - and joining the already crowded airways is F15 Strike Eagle II, the sequel to the ageing Microprose flying game, F15 Strike Eagle.

It's basically a combat simulator, with the emphasis on destroying set targets and dogfighting, rather than having to worry about watching your flaps, rudders and elevation. Although flight simulator purists might scoff at this sort of thing, I personally feel that this type of control simplification makes for a far more thrilling and exciting simulation, leaving you free to fly and fight without fear of nosediving to earth every few seconds. If you really do want to attempt to fly the plane realistically, there are options to let you do so. But without practice you don't last long...

At the start of the mission the player is presented with a highscore table which shows a list of pilots, and the scores and honours they've so far acquired (the table automatically saves your pilot's progress). When



▲ *Don't get caught in the jet- wash!*

15 EAGLE

BY MICROPROSE

C+VG HIT!

you've typed in your name you go to the level select screen, which has four grades of difficulty, from easy-to-fly rookie to the ultra-real ace.

When you've selected that, you can choose the area of battle - Vietnam, Libya, Persian Gulf and the Middle East. There's also a scenario option for the extra mission disks that are going to be released next year. Once you've chosen the conflict area, you're given a mission, and once you're briefed it's off into the air.

The screen display accurately shows a F15 cockpit, with a colourful 3D view of the outside world. Pilots can also look left, right and out of the back of the cockpit, view the plane externally from all angles, and even select a missile's view (which is useless, but a great laugh when it's on its way to a target).

There's an autopilot (which lands for you, and even takes you to the next target), accelerated time and a training option, which helps novice pilots, or players who just want to treat the game as a combat arcade game and get highscores without having to worry about the complicated aspects of flying!

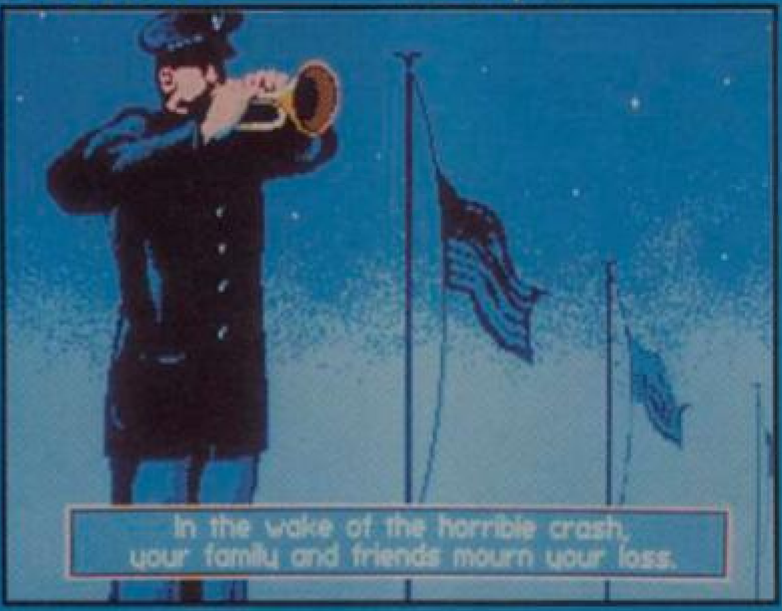
The fact that there's plenty to do makes F15 II one of the most exciting simulations around. There's squadrons of enemy aircraft to fight with, and a lot of ground installations to keep you on your toes - watch out for SAM missiles and keep your finger on the chaff button!

On-screen presentation is brilliant, with clear and easy to understand radar displays and warning systems, making the simulation a joy to fly. The graphics are also utterly superb, with the sky and ground shaded beautifully to give an incredible feeling of depth. The ground even fades out the higher you get! It's certainly the most realistic 3D effect yet seen on a flight simulation.

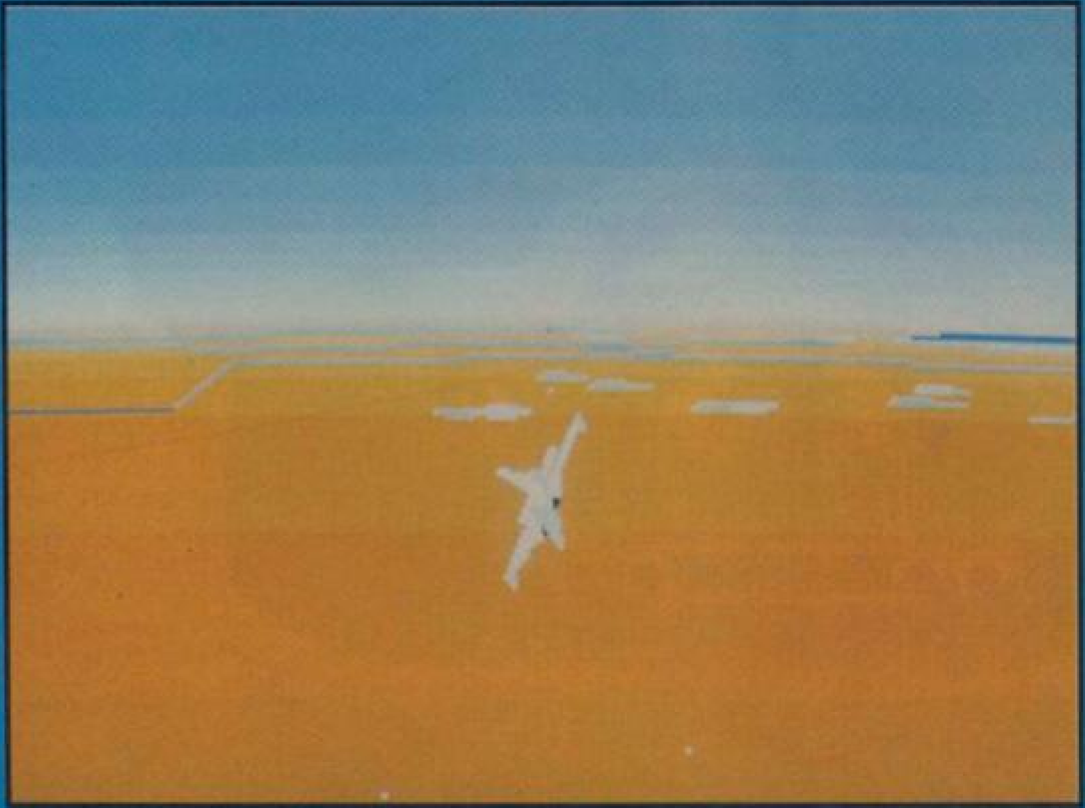
The only disadvantage of F15 II is that to really appreciate it you've got to have a fast VGA PC to play it on - but if you've got access to such a machine, this is THE program to buy for it.

JULIAN RIGNALL

▼ Scratch one pilot.



In the wake of the horrible crash,
your family and friends mourn your loss.



▲ Closing in on a bogey (urgh).

UPDATE

When it comes to other versions, Microprose certainly take their time. At the moment they're working on ST and Amiga versions of F19 Stealth Fighter, which has already been out on the Commodore 64 for over two years! When they're going to release ST and Amiga versions of F15 II is anyone's guess. Let's hope they do.

PC	£34.99
GRAPHICS	91%
SOUND	71%
VALUE	83%
PLAYABILITY	94%

Stunning to look at, great to play and packed with many useful and exciting features - F15 II is definitely top gun in the flight simulator stakes.

OVERALL 93%

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POWER DRIFT
IN POLE POSITION...

SEGA® ACTIVISION

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SHUFFLEPUCK CAFE

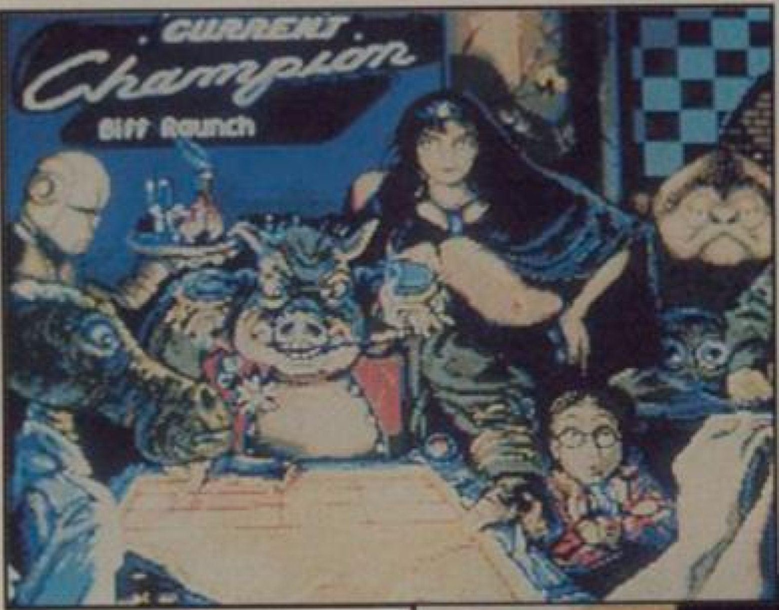
BY DOMARK/ BRODERBUND

Typical. Just when you're at the end of your last Krypton 3 sales run, the blimmin' astro-car breaks down and you have to call the repairman from the seediest Space Rangers' bar this side of the Dog And Algolian Duck. Between you and the phone, there's an ugly crowd of characters clustered around a Shufflepuck table and they want a game...

Pick your opponent and take a seat. Each contestant varies in their Shufflepuck prowess, from complete klutz to Mr Turbo-Reactions, so it's a good idea to start with someone like the programmable training robot or Skip Feeney (a prize zeeb).

You're bound to be instantly familiar with Shufflepuck, it being a futuristic version of ye olde arcade table game, Air Hockey. As you face your opponent across the table, grasp your mouse and take control of a paddle. Using his paddle, each player has to score points by hitting a puck over his opponent's end of the table, while defending his own end. The first player to fifteen points is declared the winner, and if that happens to be you, you get to take on the next most advanced contestant.

To spice the game up a bit, you can change the size of your paddle from weeny to table-width. But remember, the bigger your paddle, the less spin you can put on the puck, making it more difficult to spang off a real trouser-scorching shot.

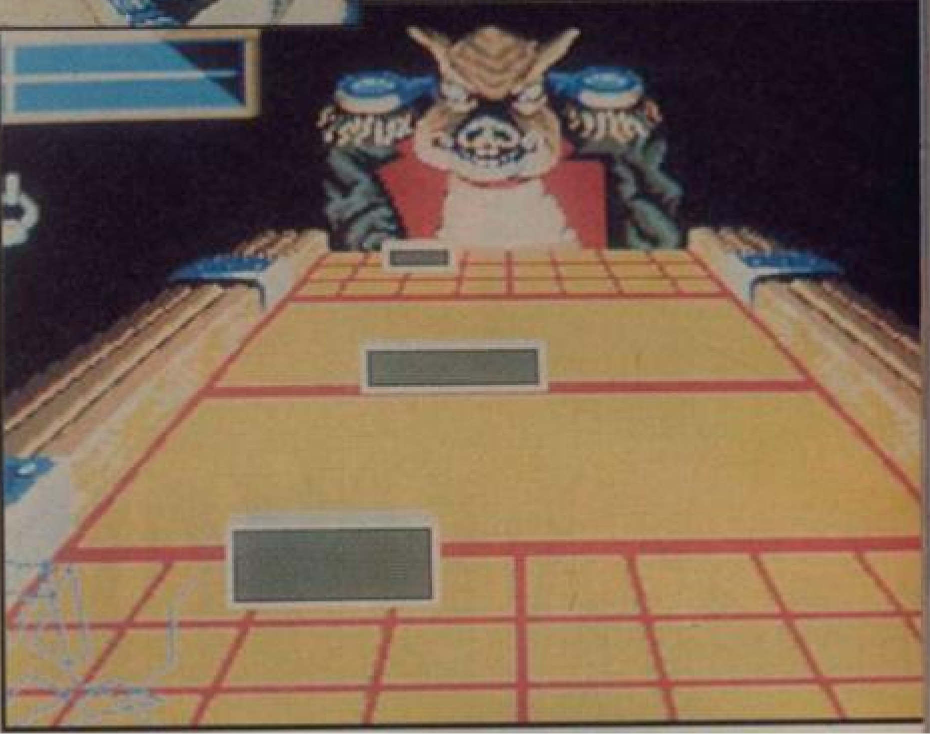


▲ *Cafe society. What a bunch.*

As well as being able to alter paddle size, you can also put a blocker on the table. As its name suggests, this is just a block which sits on the table until the puck hits it. Then it starts to drift back and forth across the middle of the table, deflecting the puck right back at whoever hits it, resulting in some embarrassing own-goals.

Now you may think (as I did) that such enhancements are comparatively insignificant, when, surely, all the gameplay boils down to is a kind of 3D Pong. Well, this is true to a certain extent, but remember - this *Broderbund game*.

Beating the first three opponents is a piece of cake, but after that the computer players' reaction speed goes through the roof. It's a real challenge just keeping up with the puck, never mind trying to spin it or catch your opponent out of position. As well as having different playing styles, each contestant keeps you amused with his characteristic gestures and sound effects which also help keep boredom at bay. I particularly liked Vinnie the Dweeb's victory chant of "Nyah Nyah Na Nyah Na!".



▲ *Mean General Eneg scores.*

Shufflepuck's other really smart feature is it's mouse control method, which simulates (about as accurately as an Amiga mouse is able) the action of a real Air Hockey paddle - the fas-

UPDATE

Coming soon, the ST version of Shufflepuck Cafe should be nigh on indistinguishable from the Amiga game, bar maybe a few sonic differences.

AMIGA	£19.99
GRAPHICS	85%
SOUND	86%
VALUE	79%
PLAYABILITY	75%

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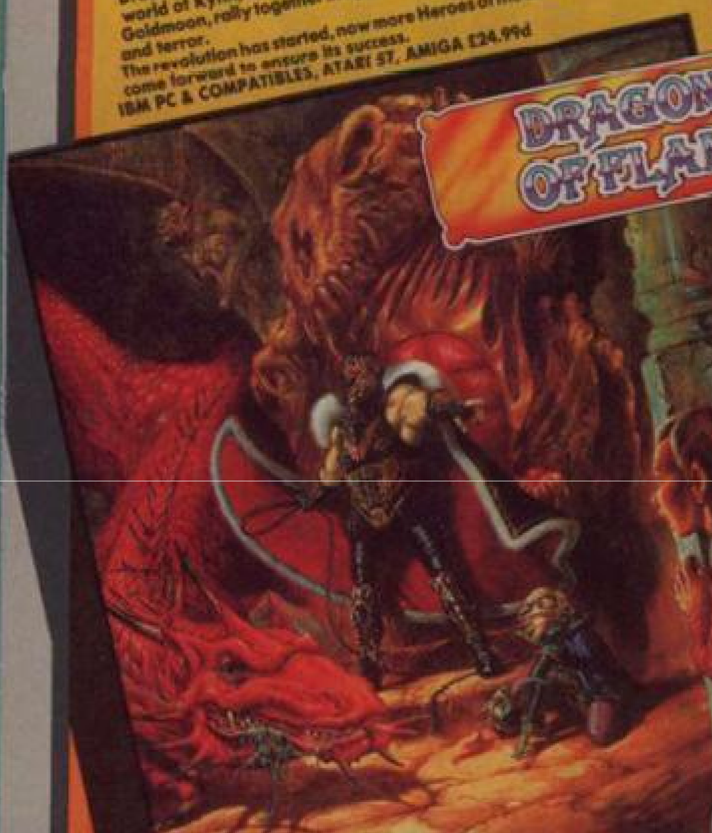

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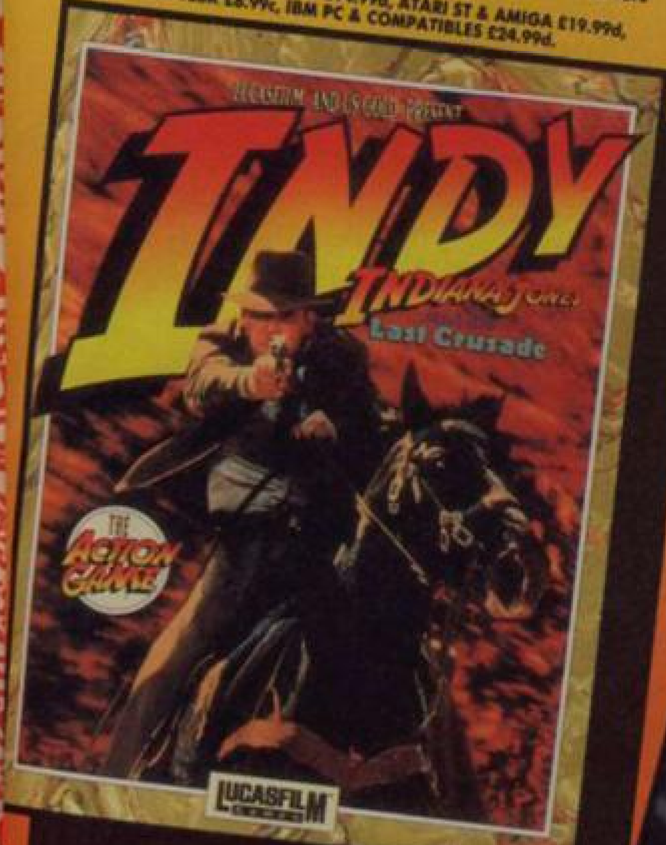

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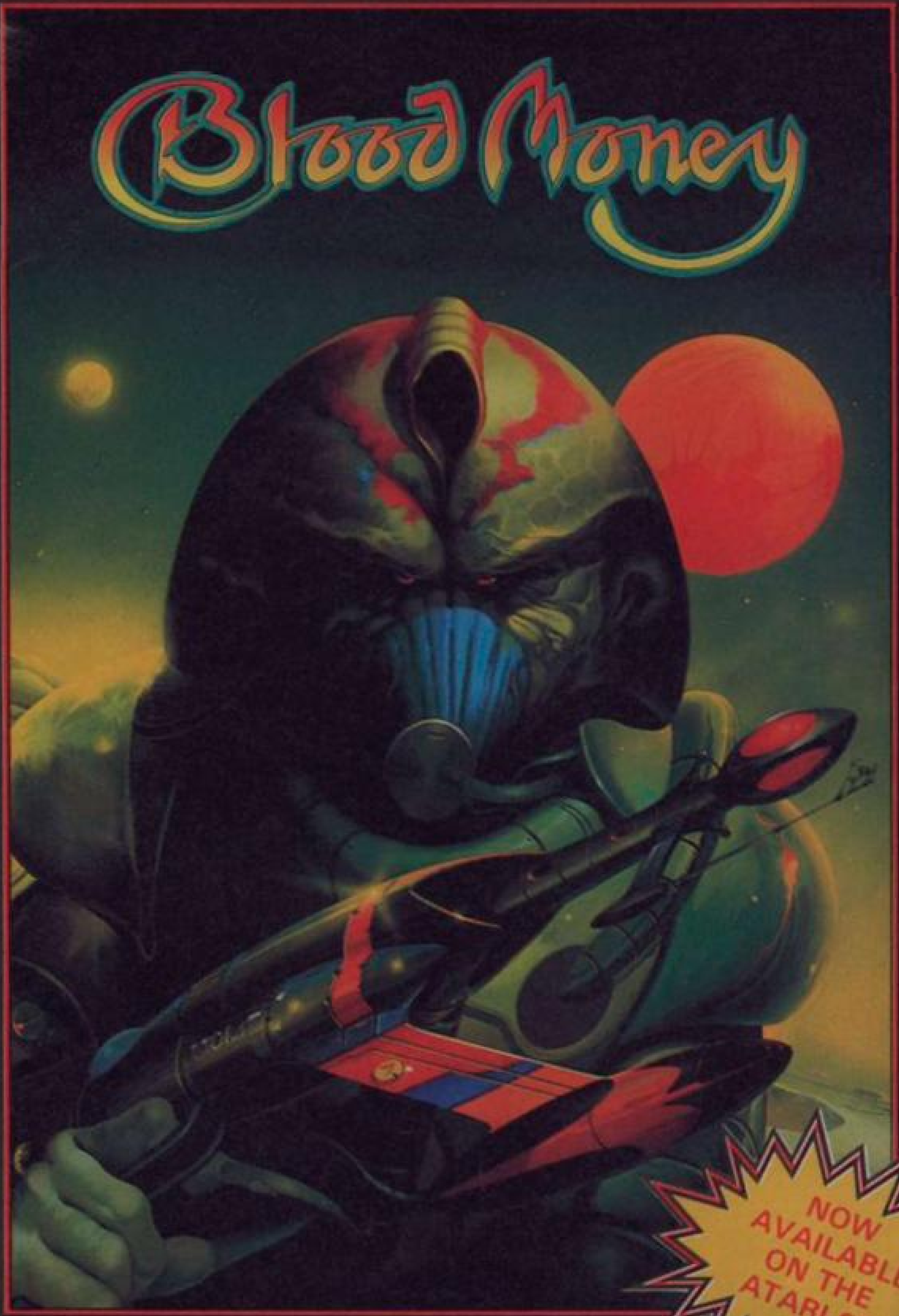
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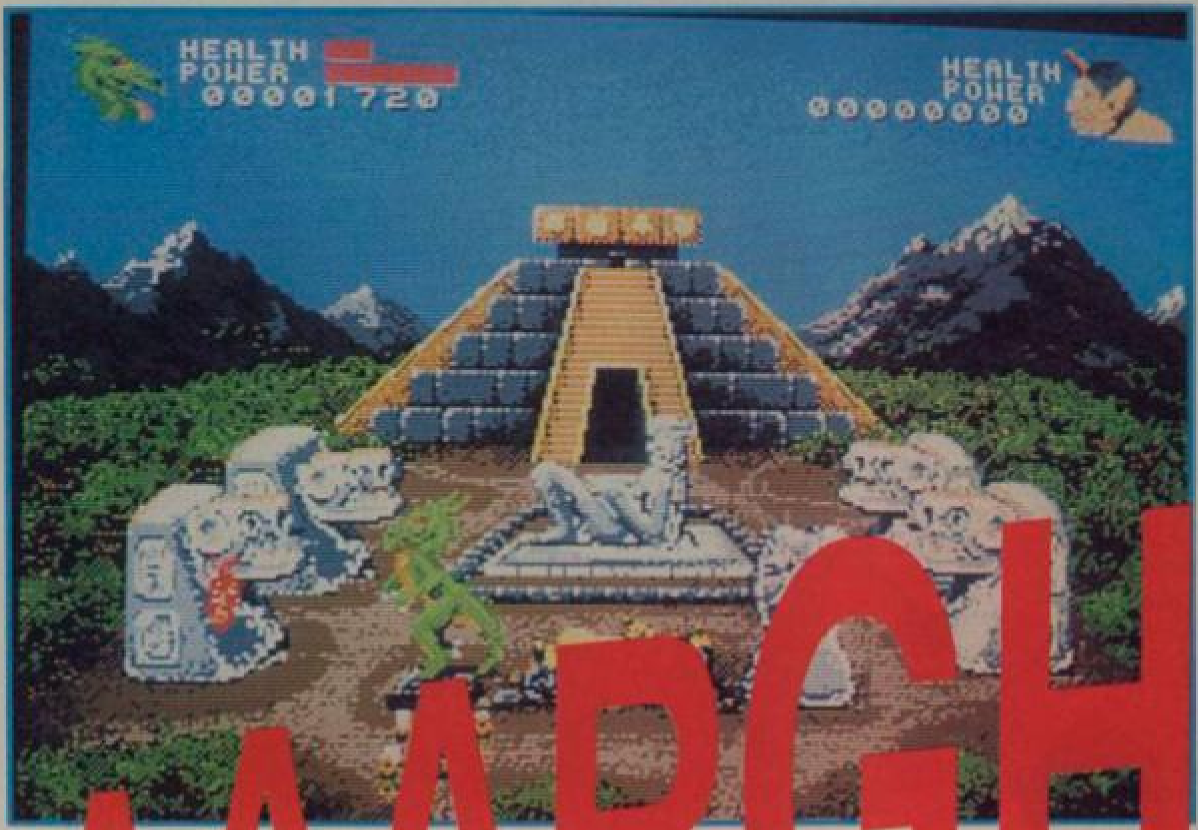


AAARGH

BY MELBOURNE HOUSE

In Melbourne House's conversion of the Arcadia coin-op, your goal - as an 18-foot scaly green lizard or a one-horned ogre with bad breath - is to capture the mythical Roc's golden egg.

This isn't as easy as it sounds. You're on an island with ten different cities (the packaging says twelve), populated by humans who'll do anything to sap your energy. There's also the local insect population, who like to feed on monster energy. Against this background of opposition, you've got to knock down buildings until the whole community is devastated and you find a white egg. Once this is gained, you fight your opposite number for the right to keep it.

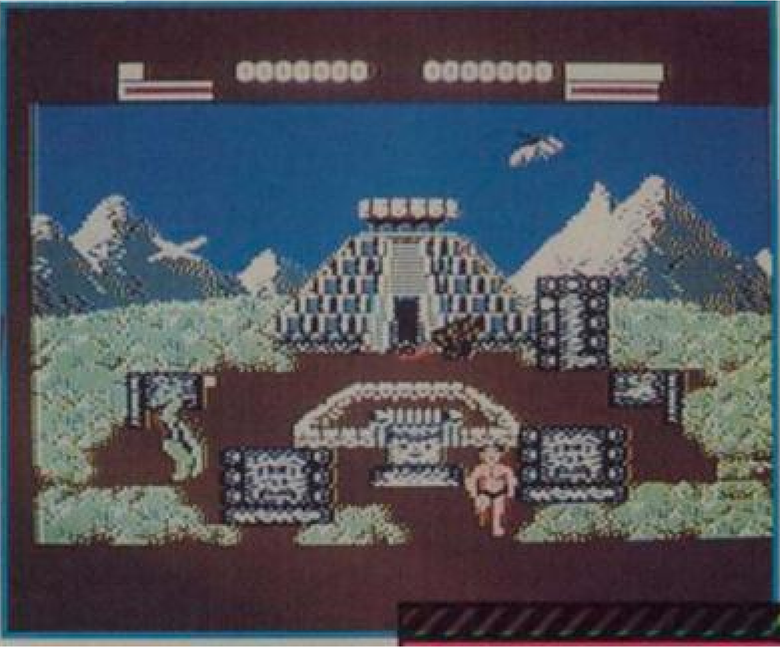
All of the latest versions of Aaargh!, unlike the Amiga game now over a year old, have a two-player option. This means that pillaging whole communities, plundering their food and eating their menfolk a lot more fun, and fighting each other after each round is more competitive and enjoyable.

But the big problem with the game is that it's incredibly easy. You can go through the whole game with little practice, and consequently the game rapidly becomes repetitive.

With two-players the game isn't so bad, because you've got each other to bash up, but solo players might find themselves getting bored after a while, especially as the computer opponent can easily be beaten with the same move.

GORDON HOUGHTON

●C64 version is fairly horrific.



●The lizard cogitates.

UPDATE

Amiga Aaargh has been available for over a year, and it's very similar to the ST, but has better sound. An Amstrad version is also available, and is very similar to the C64 version.

SPECTRUM £9.99

Much the same as the 64 version: what the monsters make up for in detail, the backgrounds lose in variety. Eating people and destroying their homes should be a lot more fun than this.

OVERALL 42%

C64 £9.99

Bland graphics and poor animation coupled with some miserable sound effects means that C64 Aaargh! is unattractive to start with. Fewer available moves than the ST, a poor control method and no map just make things worse.

OVERALL 44%

ST £19.99

GRAPHICS	81%
SOUND	69%
VALUE	71%
PLAYABILITY	78%

ST Aaargh! is easily the most enjoyable of all the versions currently available, but it's far too easy to complete on your own. An in-game tune wouldn't have gone amiss, but otherwise the sound effects and graphics are nice.

OVERALL 71%

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ACTIVISION

The Computer Game

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AMIGA TOP 20

1	(1)	Populous	EA	94%
2	(4)	Forgotten Worlds	US Gold	92%
3	(2)	Kick Off	Anco	84%
4	(-)	Falcon Missions	Mirrorsoft	88%
5	(6)	Silkworm	Virgin	87%
6	(9)	Dragon Ninja	Ocean	75%
7	(-)	New Zealand Story	Ocean	88%
8	(3)	Lords of the Rising	Mirrorsoft	88%
9	(11)	Falcon	Mirrorsoft	93%
10	(12)	Lombard RAC R.	Database	83%
11	(-)	Shoot 'em Up Kit	Palace	70%
12	(20)	Test Drive II	Accolade	90%
13	(13)	Out Run	Kixx	78%
14	(-)	Robocop	Ocean	90%
15	(-)	FOFT	Gremlin	75%
16	(-)	Powerdrome	EA	87%
17	(-)	Licence To Kill	Domark	80%
18	(-)	Bard's Tale	EA	82%
19	(-)	Xybots	Domark	84%
20	(8)	Gunship	Microprose	81%

The top spots haven't changed at all, but some hot new titles make their presence felt throughout the rest of the chart. Lombard RAC Rally shows unexpected staying power - it was released before last Christmas and is still haunting the nether regions of the chart!

JULIAN'S TIPS

XENON II: Hottest ST blast yet, guaranteed to hyperspace to the top of November's chart.

RAINBOW ISLANDS: Stunning coin-op conversion should be leaping straight into a lofty spot before you can say "Jim Robinson"

ROCKET RANGER: Just released on the ST, this is the best Cinemaware adventure yet and deserves to do well.

OUTSIDE BET

QUARTZ: Stylish blast from Firebird with enough addiction power to get it into the top twenty, fer sure.

Some top-notch new entries at the tail end of the chart, amongst them Licence to Kill which can at last cash in on the film's release. Populous hangs onto the top spot for the third month running, and New Zealand Story nips straight in at number seven - expect it to hit the top next month.

JULIAN'S TIPS

FIENDISH FREDDY'S BIG TOP O' FUN: Pricey, but Freddy's madcap circus exploits are well worth a place high in the chart.

XENON II: Superb shoot 'em up with a sizeable amount pre-release hype to help it push in at a top spot.

RAINBOW ISLANDS: Wonderful arcade conversion from Firebird has got to be big.

OUTSIDE BET

INDIANA JONES AND THE LAST CRUSADE: Didn't quite make it this month, but it has the massive success of the movie behind it now.

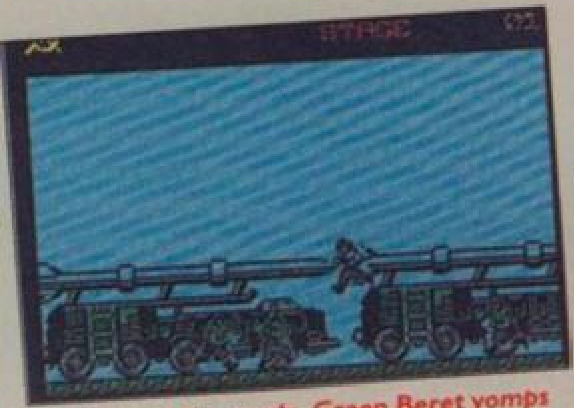
ATARI ST TOP 20

1	(1)	Populous	EA	94%
2	(2)	Robocop	Ocean	90%
3	(3)	Forgotten Worlds	US Gold	87%
4	(8)	Kick Off	Anco	84%
5	(9)	Silkworm	Virgin	84%
6	(7)	Battle Chess	EA	82%
7	(-)	Falcon Missions	Mirrorsoft	88%
8	(-)	New Zealand Story	Ocean	88%
9	(13)	Falcon	Mirrorsoft	93%
10	(-)	Bard's Tale	EA	82%
11	(5)	Dragon Ninja	Ocean	81%
12	(12)	Out Run	Kixx	75%
13	(-)	Licence To Kill	Domark	80%
14	(20)	Lombard RAC Rall	Database	83%
15	(10)	Millennium 2.2	Activision	88%
16	(11)	F16 Combat Pilot	DI	79%
17	(-)	Red Heat	Ocean	70%
18	(-)	Running Man	Grandslam	66%
19	(-)	Waterloo	Mirrorsoft	84%
20	(-)	Kult	Infogrames	85%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

ALL FORM



Machete at the ready, Green Beret yomps straight into the number two spot.

Enduro Racer keeps the throttle open and hangs onto third position.

Silkworm at number nine is spinning nothing but money for Virgin.

Classic RPG gameplay at a reduced price - Bard's Tale in at number 11.

		GAME	COMPAN
1	(1)	ROBOCOP	OCEAN
2	(-)	GREEN BERET	HIT SQUA
3	(2)	ENDURO RACER	HIT SQUA
4	(-)	YIE AR KUNG FU	HIT SQUA
5	(4)	DALEY T'S DEC.	HIT SQUA
6	(8)	DRAGON NINJA	OCEAN
7	(3)	POSTMAN PAT	ALTERNA
8	(-)	MiG 29	CODE MAS
9	(15)	SILKWORM	VIRGIN
10	(6)	FORGOTTEN WLD	US GOLD
11	(-)	BARD'S TALE	EA
12	(-)	BARRY MCGUIG.	MASTERT
13	(-)	WULF PACK	BLUE RIBE
14	(-)	SABOTEUR 2	ENCORE
15	(9)	TREAS. IS DIZZY	CODE MAS
16	(17)	RAMBO	HIT SQUAD
17	(-)	KENNY D. SOC	COGNITO
18	(14)	ARMY MOVES	ALTERNAT
19	(-)	CRAZY CARS 2	TITUS
20	(12)	GAUNTLET 2	KIXX

The unstoppable Robocop license must be the best one Ocean ever bought - it's been number one for over six months now!! Ocean have also made the top six spots their own this month thanks to their Hit Squad budget label, under which

ATS TOP 20

ANY	SPEC	AMS	C64	ST	AM
N	●	●	●	●	●
UAD	●	●	●	-	- -
UAD	●	●	●	-	-
UAD	●	●	●	-	-
UAD	●	-	●	-	-
N	●	●	●	●	●
RNATIVE	●	●	●	-	-
MAST.	●	●	●	-	-
N	●	●	●	●	●
LD	●	●	●	●	●
	●	-	●	●	●
ERTRON.	●	●	●	-	-
RIBBON	●	●	●	-	-
RE	●	●	●	-	-
MAST.	●	●	-	-	-
UAD	●	●	●	-	-
ITO	●	●	●	-	-
RNATIVE	●	●	●	-	-
	●	●	●	●	●
	●	●	●	●	-

Green Beret has streaked from nowhere to the number two position. Bard's Tale, with it's new-found budget price tag has made quite an impact on all the individual machine charts, and has consequently settled into eleventh place in the overall ranking.

RAMBO
PAUL
006700

Don't push him - Rambo lopes stealthily into sixteenth position.

PUNTOS
FASE

Army Moves moves to number 18.

95
L
SCORE
BONUS

Crazy Cars II goes completely loopy and hits the number 19 spot.

GAUNTLET
II

Number 20 this month - Gauntlet II, still managing to grasp a chart position.

C64 TOP 20

1	(1)	Enduro Racer	Hit Squad	38%
2	(2)	Robocop	Ocean	84%
3	(-)	Bard's Tale	EA	80%
4	(-)	Green Beret	Hit Squad	81%
5	(5)	1942	Encore	67%
6	(-)	Storm Warrior	Encore	65%
7	(9)	SAS Combat	Code Mast.	64%
8	(-)	Yie Ar Kung Fu	Hit Squad	79%
9	(8)	D T's Decathlon	Hit Squad	70%
10	(11)	Silkworm	Virgin	85%
11	(-)	Kenny Dalglish S.	Cognito	77%
12	(-)	Kick Off	Anco	80%
13	(-)	Saboteur 2	Encore	70%
14	(-)	Wulf Pack	Blue Ribbon	69%
15	(3)	Postman Pat	Alternative	79%
16	(7)	Emlyn Hughes' So.	Audiogen.	94%
17	(-)	Dragon Ninja	Ocean	80%
18	(16)	Operation Wolf	Ocean	92%
19	(4)	League Challenge	Atlantis	78%
20	(-)	In Crowd	Ocean	79%

Enduro Racer still at the top? Jeeez! You C64 owners are obviously won over more by price than quality. Only half of last month's entries remain this time around, and the proliferation of new budget games and rereleases have knocked some of September's high fliers right down among the dead men.

JULIAN'S TIPS

CITADEL: Activision's atmospheric search and destroy mission may well be kickin' heavy ass next month.

RESCUE ON FRACTALUS: Superb Lucasfilm space simulation. Why it isn't already in the chart is a mystery to me.

FORGOTTEN WORLDS: US Gold's fab arcade conversion should have made a big impact by November.

OUTSIDE BET

INDIANA JONES AND THE LAST CRUSADE: Now has the benefit of movie backing to help it sell.

SPECTRUM TOP 20

As usual, the lion's share of the Spectrum chart is given over to budget games with only four full price games making it into the top 20. The top three haven't changed at all and Treasure Island Dizzy still hasn't moved from number one since the year dot. Are you guys buying more than one copy, or something?

JULIAN'S TIPS

New Zealand Story: The Spectrum conversion is out now and on its way to super stardom.

Dragon Spirit: I can see big things afoot for this smart-looking shoot 'em up.

Canyon Warrior: Hot little budget blast should muscle find its way into the top 20 somewhere.

OUTSIDE BET

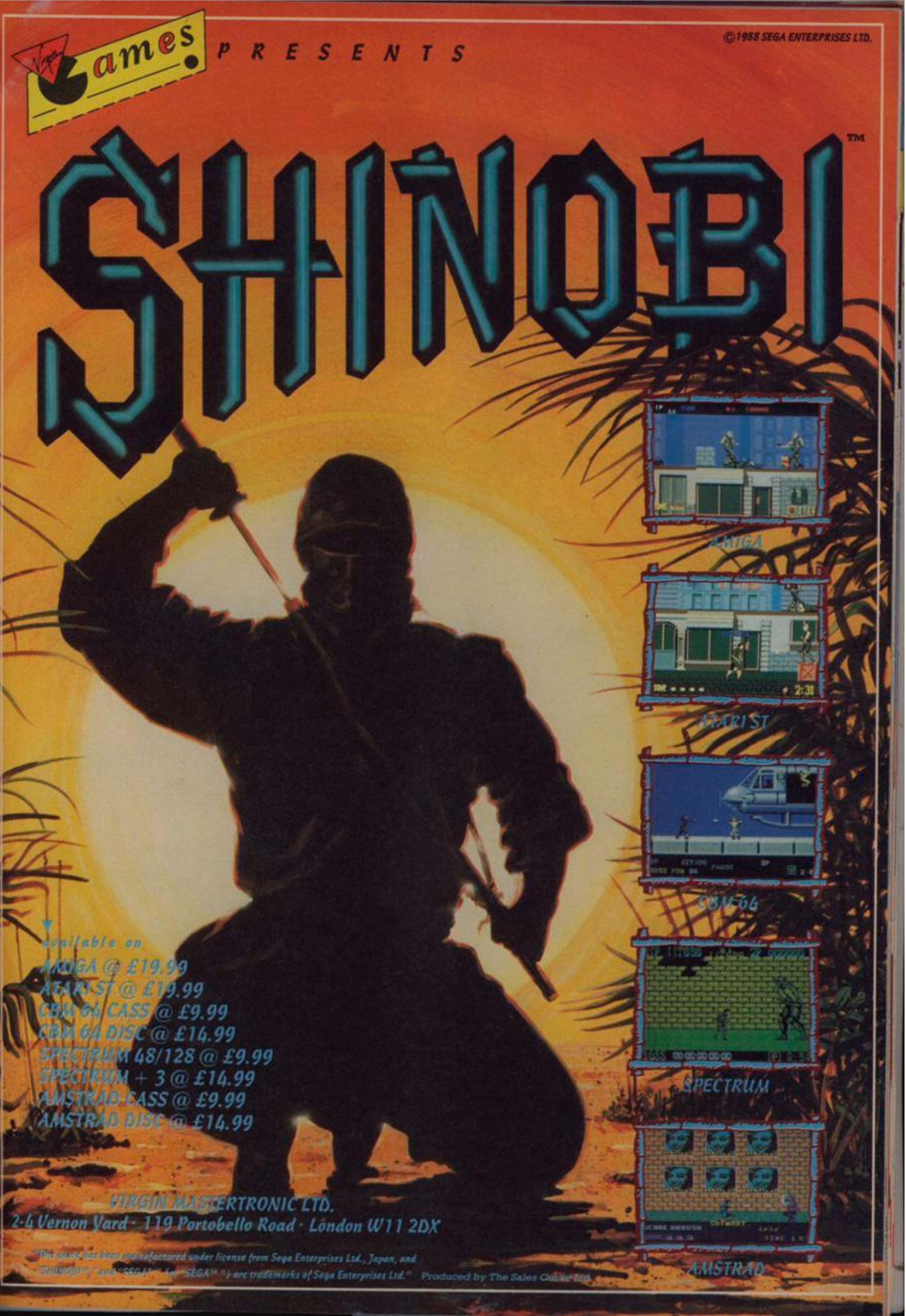
Planet Ten: Seems a Speccy game's got to be cheap to succeed these days, and this novel 3D PacMan game is just that.

1	(1)	Treas. Is. Dizzy	Code Mast.	75%
2	(2)	Enduro Racer	Hit Squad	87%
3	(5)	Postman Pat	Alternative	70%
4	(17)	MiG 29	Code Mast.	35%
5	(6)	D T's Decathlon	Hit Squad	69%
6	(3)	Robocop	Ocean	95%
7	(-)	Green Beret	Hit Squad	85%
8	(-)	Barry McGuigan Ch.	Mastertr.	74%
9	(-)	Saboteur 2	Encore	70%
10	(9)	Advanced Soc. Sim	Mastertr.	79%
11	(-)	Monte Carlo Cas.	Code Mast.	75%
12	(8)	Kenny Dalglish S.	Cognito	77%
13	(16)	Crazy Cars 2	Titus	70%
14	(20)	Shanghai Warriors	Players	79%
15	(-)	Cup Football	D&H Games	75%
16	(-)	Gauntlet II	Kixx	78%
17	(-)	Soccer Star	D&H Games	70%
18	(4)	Fast Food	Code Mast.	59%
19	(15)	Road Runner	Kixx	78%
20	(-)	Wulf Pack	Blue Ribbon	69%

C+VG STAFF CURRENT GAME OBSESSIONS

JULIAN RIGNALL: F-15 STRIKE EAGLE II, XENON II, THUNDERFORCE II (MEGADRIVE), GHOUL'S 'N' GHOSTS (MEGADRIVE), WINNING RUN(ARCADES), GUNHED (PC ENGINE)

PAUL GLANCEY: F-15 STRIKE EAGLE II, XENON II, SHUFFLEPUCK CAFE, GHOULS 'N' GHOSTS (MEGADRIVE), FINAL LAP TWIN (PC ENGINE), LEGEND OF HERO TONMA (ARCADES)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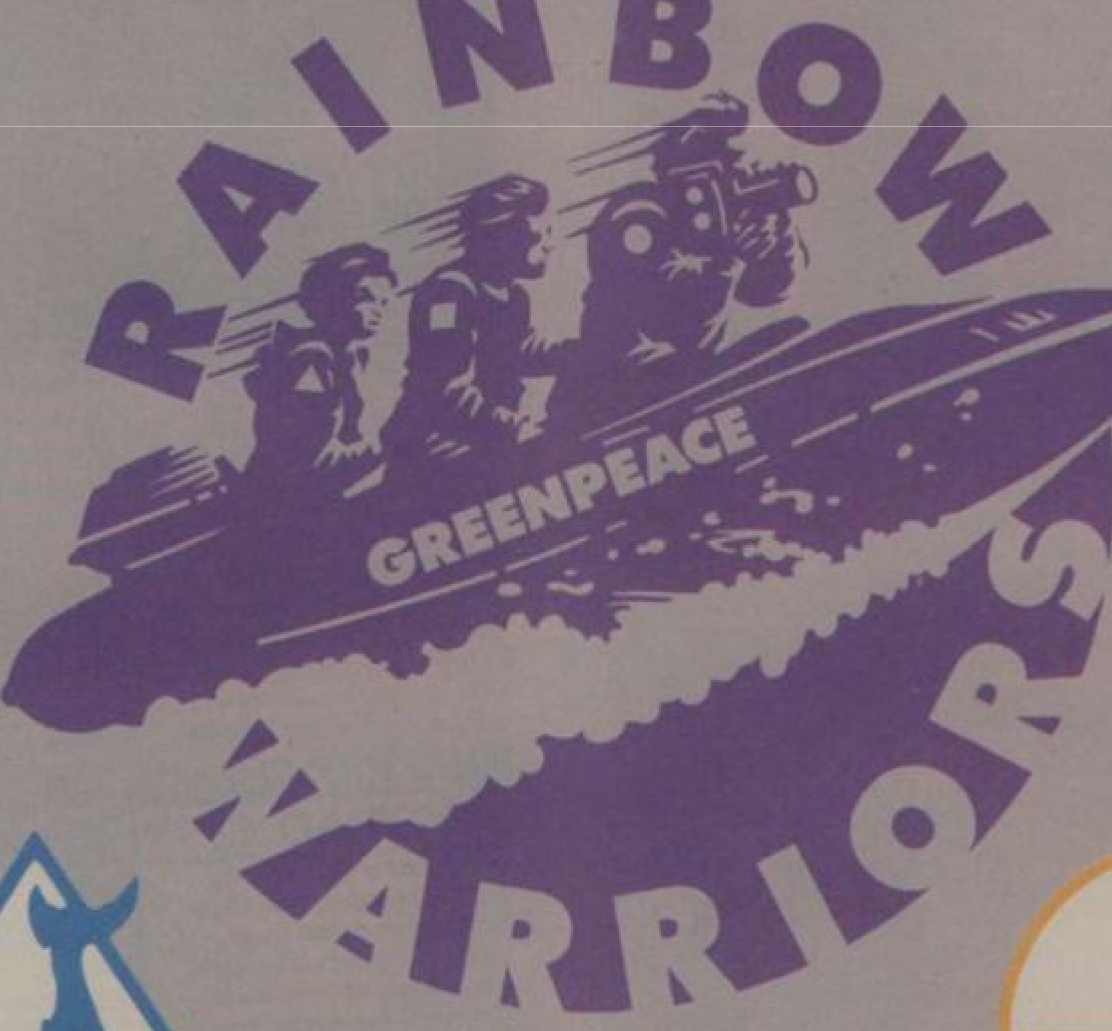
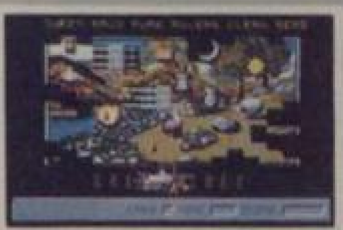
RAINBOW WARRIOR

RAINBOW WARRIORS

The worlds first environment friendly software!

At last, an all action game that presents a solution to the environmental dilemma faced by the entire human race. Rainbow Warriors is an action game with real depth and meaning. It simulates seven campaigns of Greenpeace members over the last few years.





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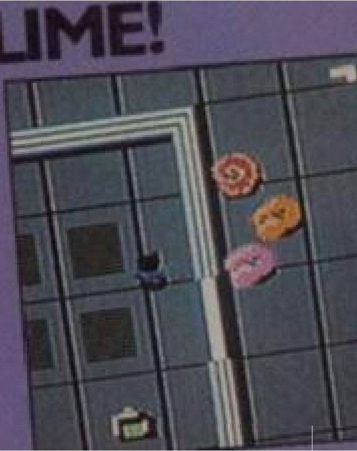
BUDGET

DIE ALIEN SLIME!

Mastertronic



After such a promising title, it was a bit of a disappointment to find that this is actually the slowest *Alien Syndrome* clone in the known world. In fact that's probably doing *Alien Syndrome* a disservice, because at least there's more to that game than wandering through an unchanging scrolling maze, shooting dots at blobby aliens.

The weapons at your disposal fire really slowly and even the most powerful lasers are little more effective than the initial dot gun. If there was more to the game than the weak blasting it might have been more fun, but as it stands it's not a bundle of laughs.

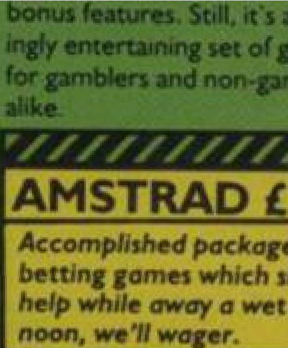
C64 £2.99

Nice music, but the bland graphics and gameplay will bore the snores out of you.

OVERALL 39%

MONTE CARLO CASINO

Code Masters



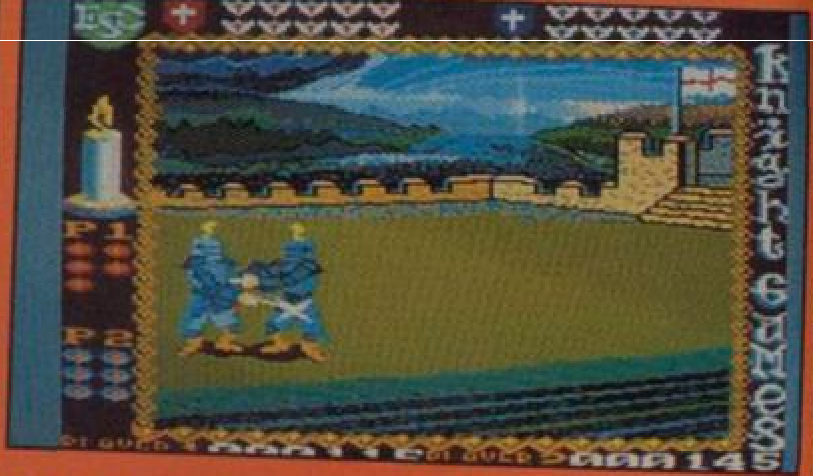
Fix your gambling habit with this compilation of five neatly-integrated casino classics. Without the aid of a multiload the game provides Five Card Draw Poker, Roulette, Blackjack, Craps, and a Fruit Machine. Now, the really neat thing is that if you're unlucky at the Poker table you can quit and go to the fruit machine to try to top up your cash quota.

The separate games are nicely done, with animated dealers and players and clear icon selection systems. My only real complaint is that the fruit machine lacks any kind of nudge, hold or bonus features. Still, it's a surprisingly entertaining set of games for gamblers and non-gamblers alike.

AMSTRAD £2.99

Accomplished package of betting games which should help while away a wet afternoon, we'll wager.

OVERALL 77%



KNIGHT GAMES

Mastertronic

Originally released in 1986, this game melds the two fads for sports compilations and beat 'em ups into a medieval tournament format. There are eight events in total, but when it comes down to it, the six duelling events vary only graphically, and there are no tactical differences in the gameplay. The two target shooting games are very similar to each other as well.

Backdrops and knight sprites are pretty and David Whittaker has provided some bouncy medieval electro-bops, but the gameplay is tedious. The drawn-out multiload doesn't help either.

AMSTRAD £2.99

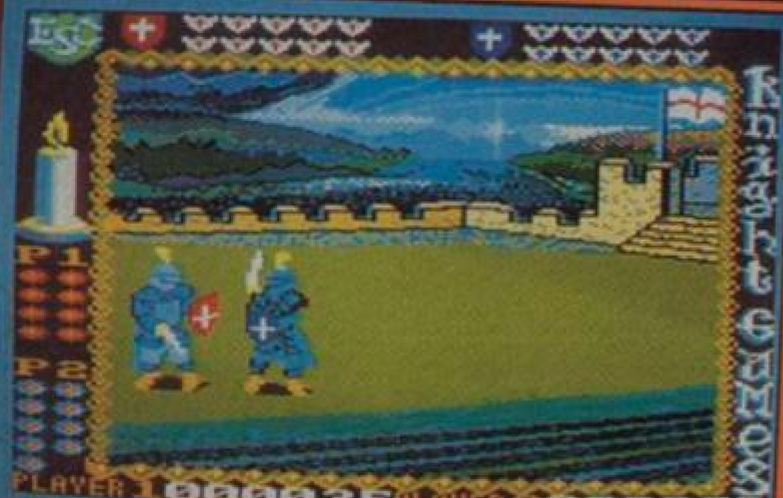
Gameplay is the same as the C64 version, only slightly slower and with more blotchy graphics. The high-pitched warbly music will give you a headache, too.

OVERALL 50%

C64 £2.99

Not actually bad, but Knight Games is too boring to be fun for very long. Three quid is all it's worth.

OVERALL 55%



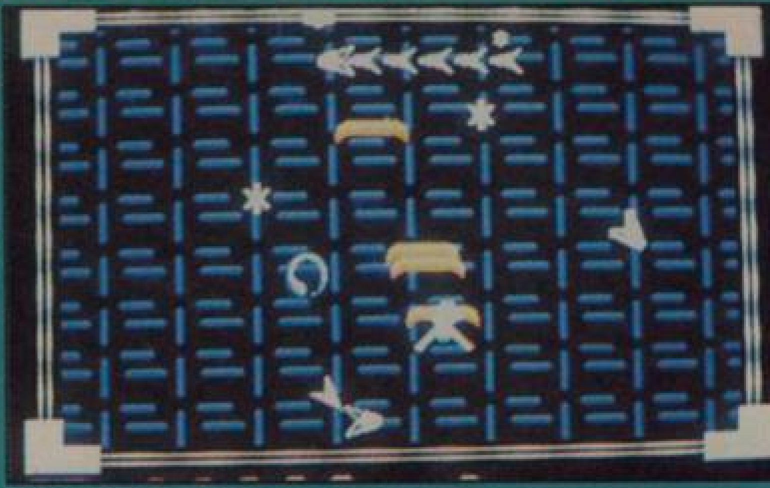
SUPER GRID RUNNER

Llamasoft

Back in '82 when programmers were real programmers, Jeff Minter crammed this, the original Fast Blast, into 3.5K on a VIC 20. Now he's got half a meg of memory and a 16 bit processor to play with, Minter has been able to improve on this classic with extra weapons, new enemies and beautiful psychedelic graphics.

The mouse zips your grid ship and its detachable *R-Type*-esque nose-cone around the whole screen, onto which swarm a multitude of snakes, bugs, space-craft, Pink Floyd logos, Eyes-of-the-Storm - the list goes on, but grows weirder. There's no hope of a nanosecond's peace until every one's blasted, and even then you're not safe because Jeff has put in some nasty surprises to get you just when you're feeling smug.

This is Minter at his very best - non-stop laser fury with addiction guaranteed and a price tag to suit the tightest of pockets. Make like the Yak and go fur it!



ST £9.99

Centipede meets Psychedelia in a game to keep your mouse creaking long into the small hours.

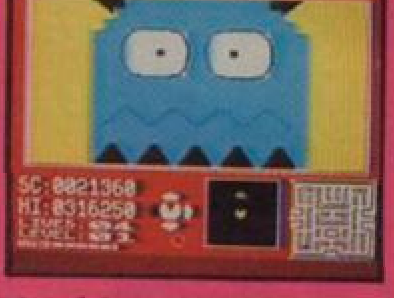
OVERALL 86%

PLANET TEN

Mastertronic

How times have changed. There we were back in '83, playing *PacMan's Twin Brother* in only two dimensions! Luckily, in these more enlightened times we can enjoy the same game in 3D, and actually be *inside* the maze with the ghosts and the power pills.

Planet Ten's 3D bit is very well done indeed, and the depiction of ghosts sneaking up on you around corners, and of disembodied eyes flitting back to the base is quite amusing. The *PacMan* bit is the same as it ever was, though, so it's a case of, if you liked the 2D version before, you'll love *Planet Ten*. Otherwise the simplicity of it all may become quite tedious after a while.



SPECTRUM £2.99

PacMan in 3D - beautifully done, but it's still just a game about running through mazes and eating dots.

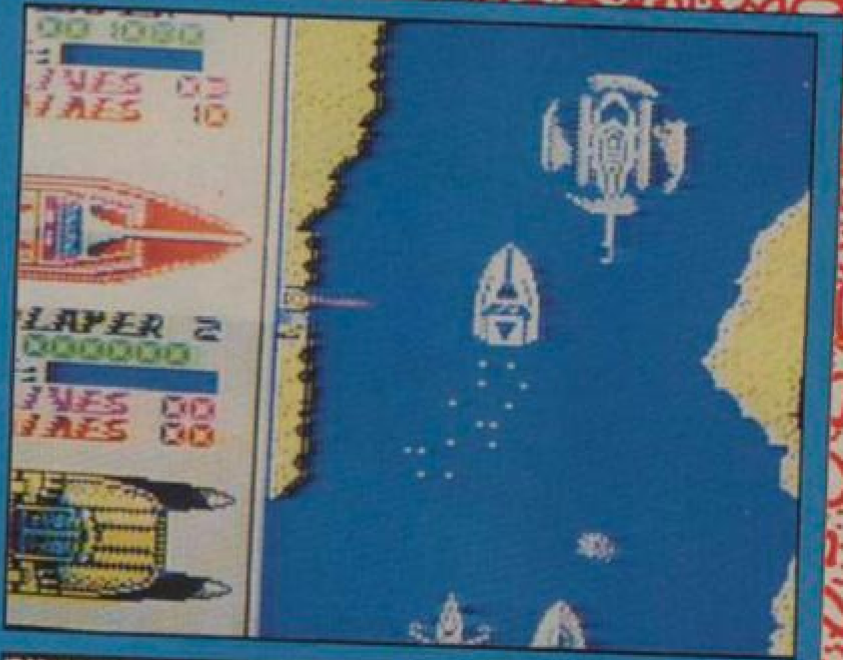
OVERALL 70%

PRO POWERBOAT SIMULATOR

Code Masters

Have you ever seen a professional powerboat? Code Masters once again redefine the word "simulator", this time as "two-player, vertically-scrolling, bump-the-other-boats-off-the-course, race-and-drop-mines game." But let's not pour scorn on *PPS* because it really isn't such a bad game.

Pick up the flags, collect the fuel, drop mines on the opposition, dodge the helicopter and, er, that's about it, really. Still, the graphics are nice and smooth, sound isn't bad, and the gameplay is quite good fun while it lasts, so, hey, why not give it a whirl?



SPECTRUM £2.99

Neat little racing game which definitely provides three quid's worth of fun.

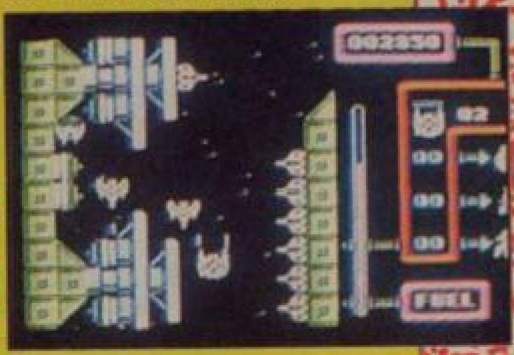
OVERALL 70%

CANYON WARRIOR

Mastertronic

Scream up the canyon! (Silence)! Let rip with your laser cannon! Klik! Take out those spaceships! Thputch! It's a shame the Spectrum's sound generator can't provide shoot 'em ups like this with the oomph to shell shock the player, because in all other respects *Canyon Warrior* is a riotous blur of blasting.

There's a sizeable horde of marauders to murder and even a few weapons to pick up, but the small screen area leaves no leeway in the canyon for klutzy pilots. It's dead easy to shoot the pick-ups before you get to pick them up, and even easier to crash and get sent way back down the level. Aieeee!!



SPECTRUM £2.99

A smart laser orgy for sharp shoot 'em up fans. And let's not forget the full-function map editor!

OVERALL 79%

1

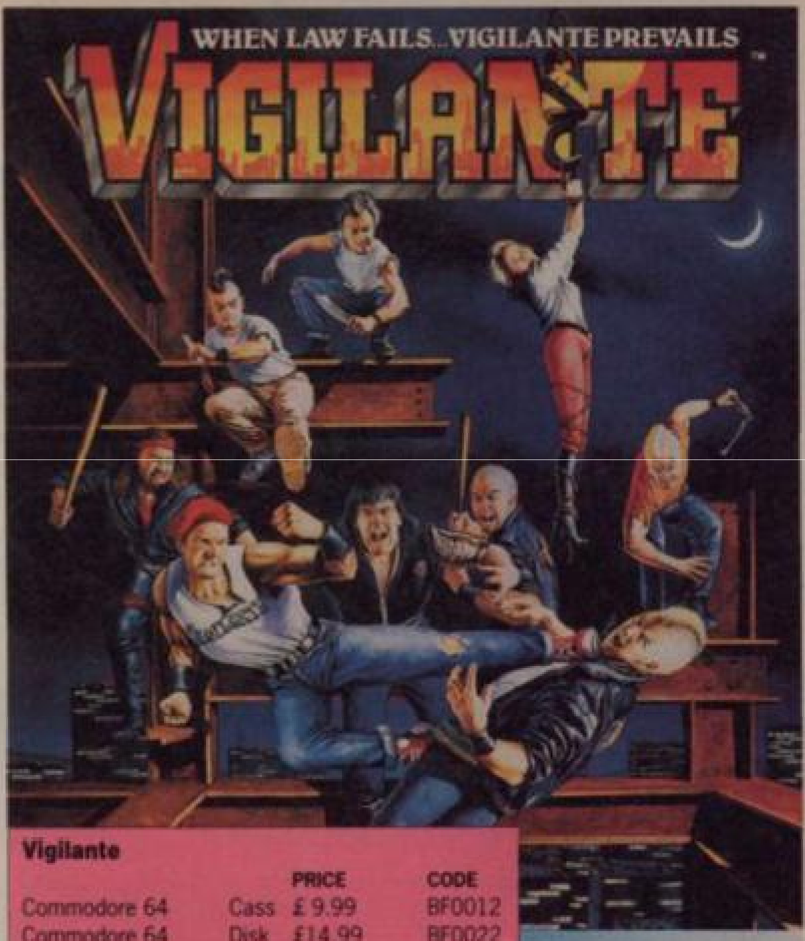
Vigilante
from U S Gold

1994 New York... the police dare not patrol the streets. The army cannot control the city and law and order no longer exists.

- 5 levels of play: Main Street, The junkyard, Brooklyn Bridge, Back Street and the Girders' construction scene.
- Different street gangs led by a giant of a gang leader.
- The Vigilante is attacked by gangs using a variety of knives, chains, guns and even dynamite in an effort to finish him off.
- Motor bike 'crews' attempt to run him over without hesitation.

'Vigilante bears an astonishing resemblance to its arcade parent' **ST Format**

Crash 86%
C & V G 81%



Vigilante

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF0012
Commodore 64	Disk	£14.99	BF0022
Spectrum 48K	Cass	£ 8.99	BF0032
Spectrum +3	Disk	£12.99	BF0042
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3

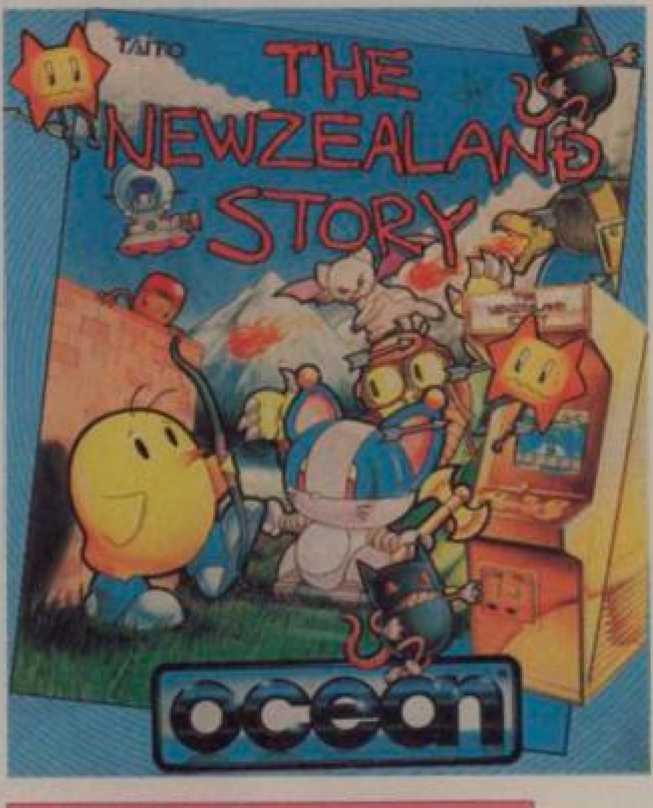
The New Zealand Story
from Ocean

Fun from down under that will have you standing on your head.

Wally Walrus has captured his tea - 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table.

New Zealand Story is incredibly cute. This is an amazingly addictive game, and the difficulty tuning has been set just right.

Amiga Format 94%



New Zealand Story

		PRICE	CODE
Spectrum 48K	Cass	£ 8.95	BF10SC2
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Commodore 64	Cass	£ 9.95	BF12CC2
Commodore 128	Disk	£14.95	BF13CD2
Amstrad CPC	Cass	£ 9.95	BF14AC2
Amstrad CPC	Disk	£14.95	BF15AD2
Atari ST	Disk	£19.95	BF16ST2
Amiga	Disk	£24.95	BF17AM2

IG

2

Indiana Jones The Last Crusade
from US Gold

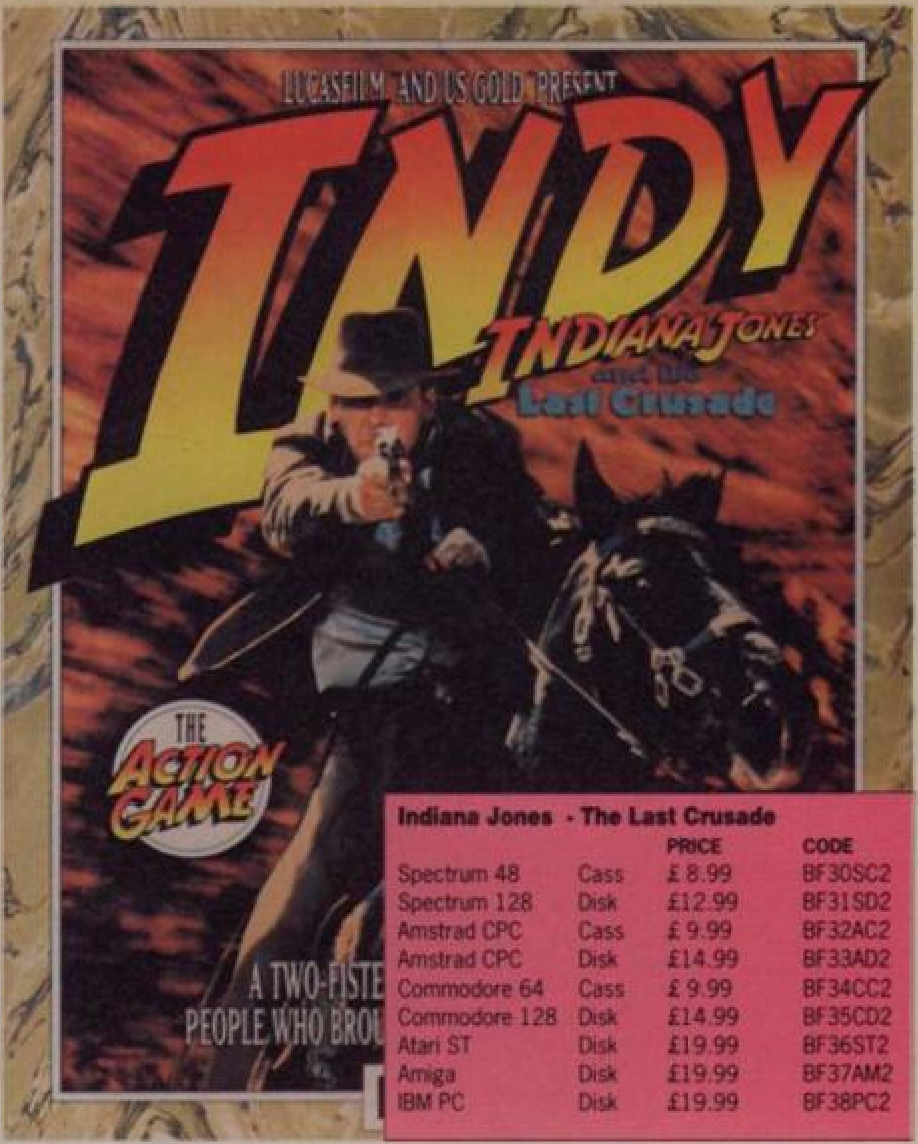
Relive the geatest action scenes from the greatest movie of all...

The game is played on four action packed levels and will become of the classic two fisted arecade games.

You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched.

- A copy of the "Byzantine Crusader" which details the storyline and Hints & Tips is included with the software.
- An added feature of a Whip allows Indy to capture and hold on to all objects.

"The graphics are superb, this is one of the best US Gold games to date"
ST Format 90%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4

Robocop
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Robocop

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QUA

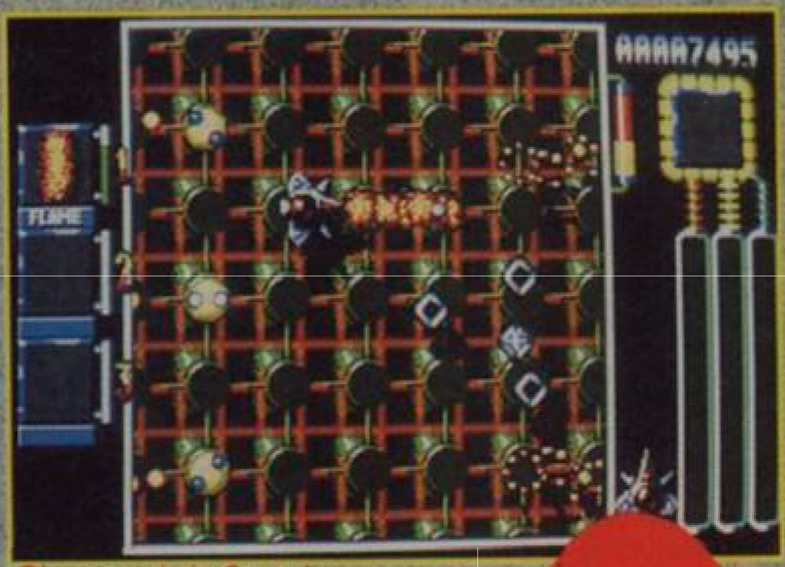
BY FIREBIRD

This is Paul Shirley's first foray into the 16 bit games scene, having written 8 bit classics such as Confuzion and Spindizzy. Drawing inspiration from a wide variety of other games, Quartz is a progressive shoot 'em up which revolves around the Lattice, an eight-way parallax scrolling Asteroids clone.

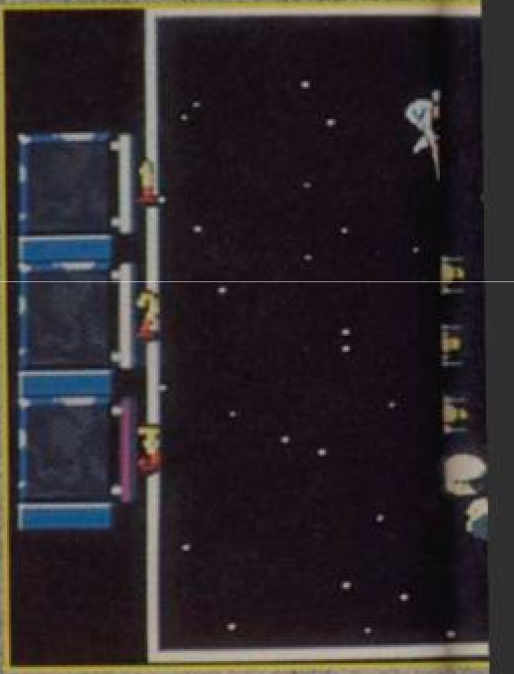
There's no plot to speak of, but the action is set in a world of Quarks, Hadrons and Neutrinos. Hadrons (yellow, red or blue big rocks) decompose into Quarks (similarly coloured smaller rocks) when shot - both of these are only found on the Lattice, which appears every other level.

Neutrinos, the product of shooting Quarks or whole formations of aliens, are used to buy any one of 12 types of power-up - but only when you've collected enough. Items you can purchase include eight-way fire, smart bombs, a flame thrower, outriders, ship repairs and a pod which allows extra weaponry to be fitted. You eventually need one or more of these, because the standard issue pea shooter you're given at the start isn't very impressive.

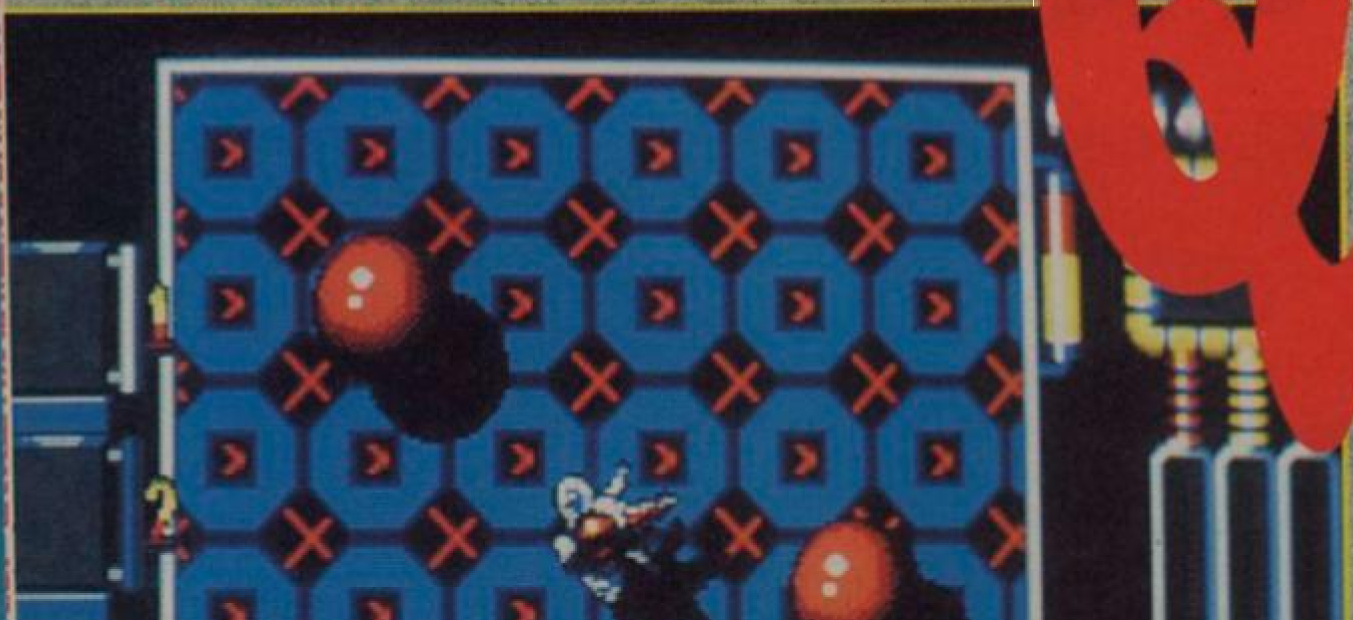
Apart from the Lattice there are four basic game types, each of which scrolls in a different direction. The first is the Atomic Zone, combining a mixture of revolving fire-chains inspired by Super Mario Bros and some annoying alien attack formations. An asteroid field comes next, with rocks coming out of the screen towards you, followed by the Lair, a world of mechanical and electrical enemies. Finally, there's the Organic Zone, popu-



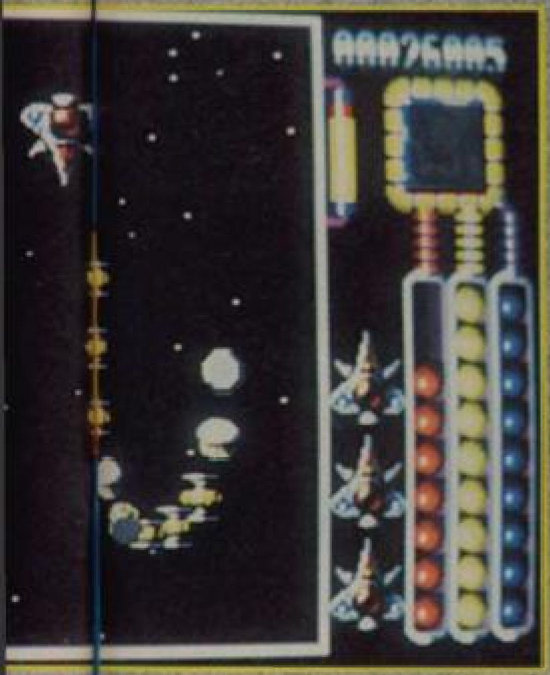
●Let rip with the flame thrower



●Entering the realm of the spinning p



●Blasting pods in the second lattice



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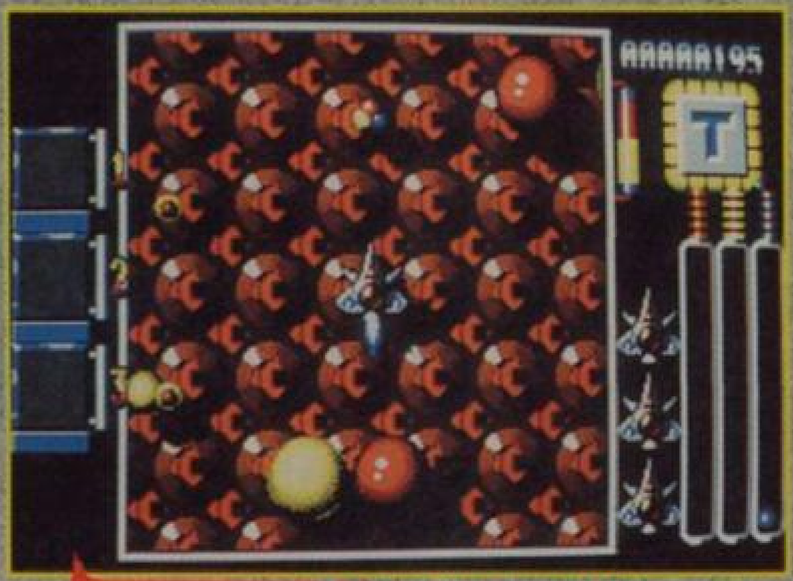


●Collecting neutrinos for extra power

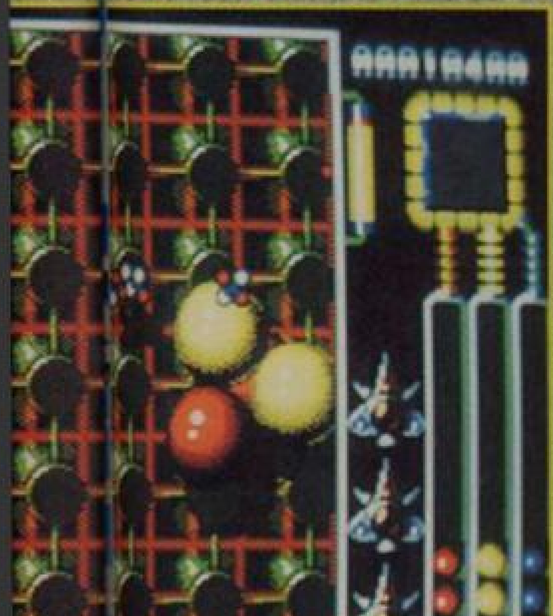
lated by insects and pulsating, pus-spewing hearts. Nasty stuff.

For all its graphical excellence and neat way of combining five games, Quartz is a little slow: it's more of a tactical game than a pulse-racing blaster. Even so, the variety of sub-games and the need to survive to collect enough neutrinos provides a lasting interest that more standard shoot 'em ups lack.

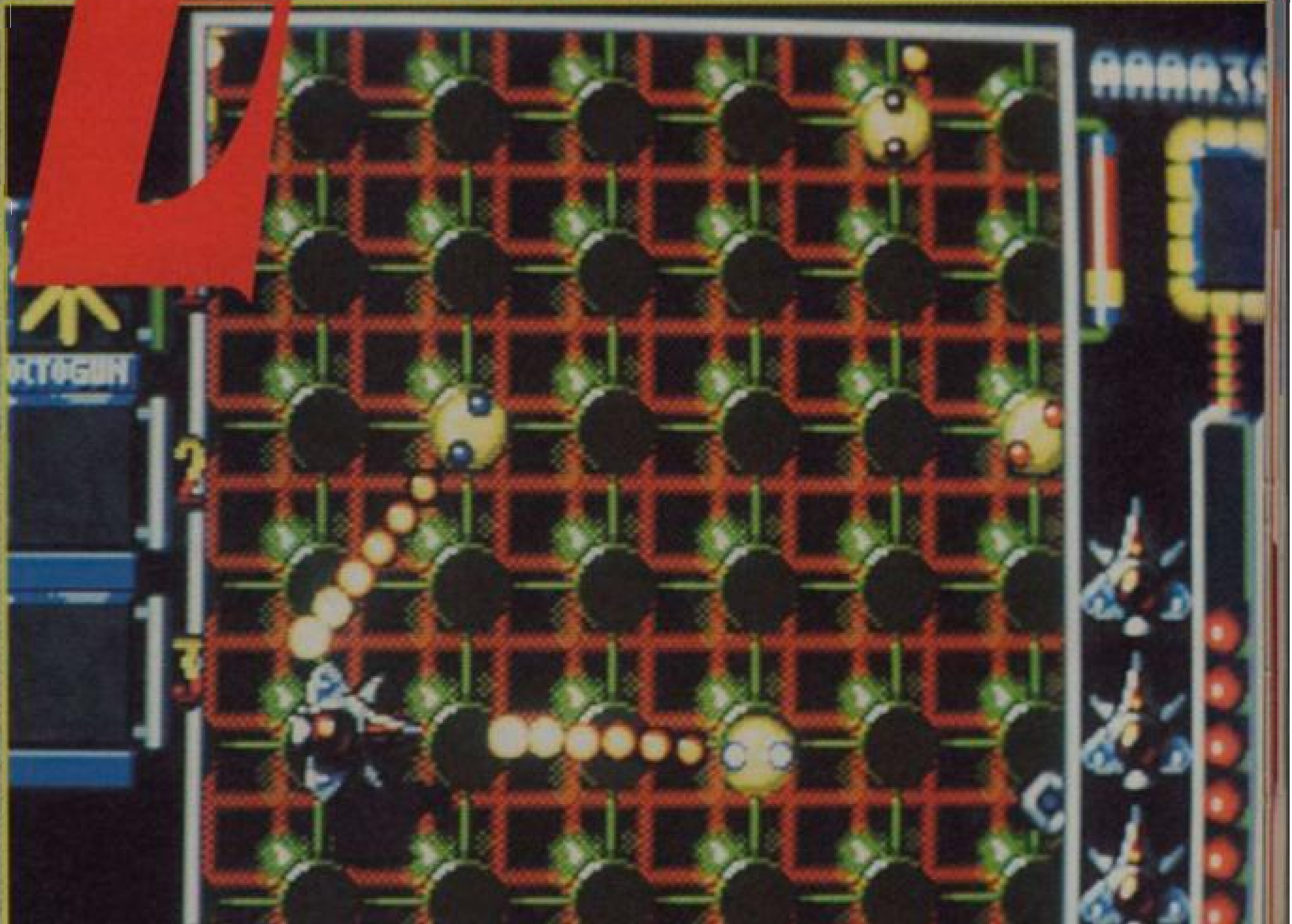
GORDON HOUGHTON

ARTZ

●Prepare to destroy the nucleus.



●Dodge the spinning flame barriers



UPDATE

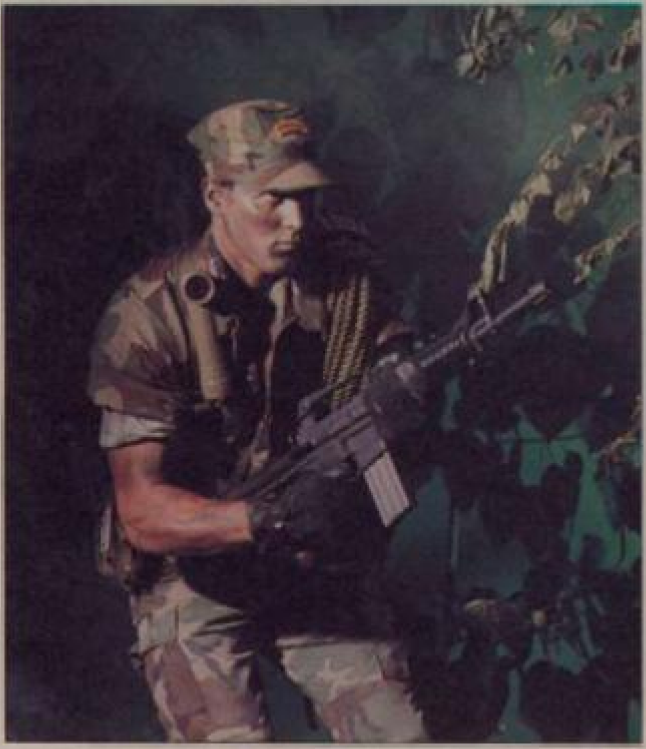
An Amiga version is due for release about now for the same price; apart from a different soundtrack, the game remains the same. No details about 8 bit versions are available at present.

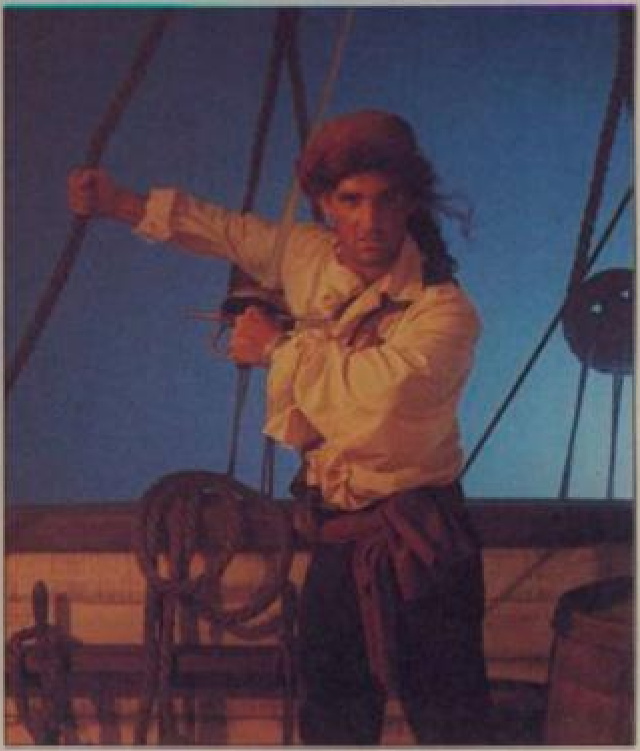
ST	£24.99
GRAPHICS	88%
SOUND	86%
VALUE	69%
PLAYABILITY	79%

Smooth and colourful eight-way parallax scrolling and a great soundtrack make Quartz immediately appealing, a feeling that doesn't wear off for some time. It borrows a lot from other games, most noticeably Asteroids; but, like everything Paul Shirley does, it's beautifully presented and very addictive.

OVERALL 80%

AIRBORNE RANGER PIRATES!





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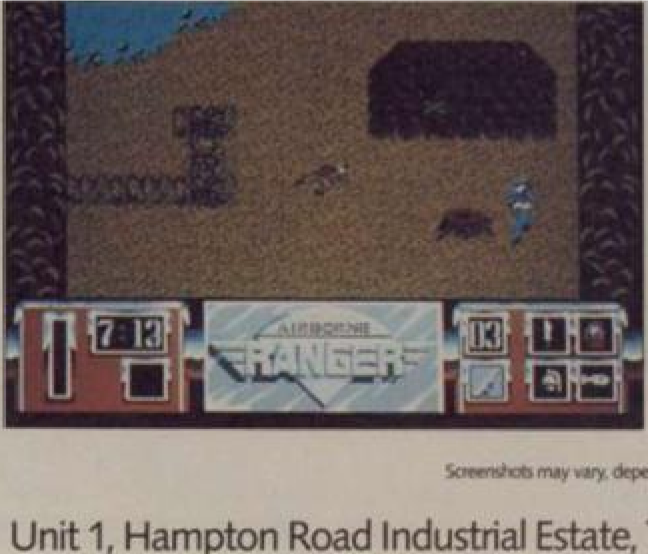

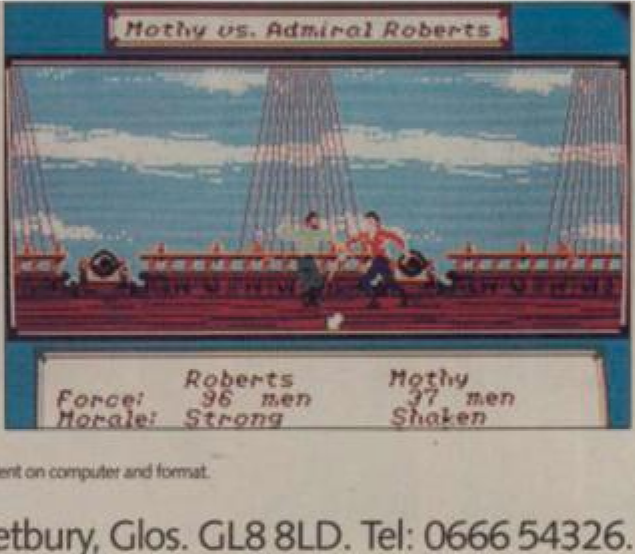

Mothy vs. Admiral Roberts

	Roberts	Mothy
Force:	96 men	37 men
Morale:	Strong	Shaken

Screenshots may vary, dependent on computer and format.

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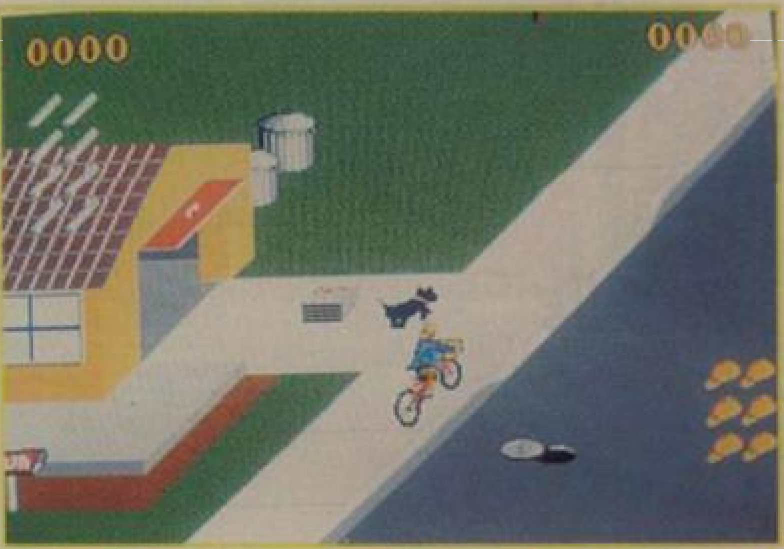
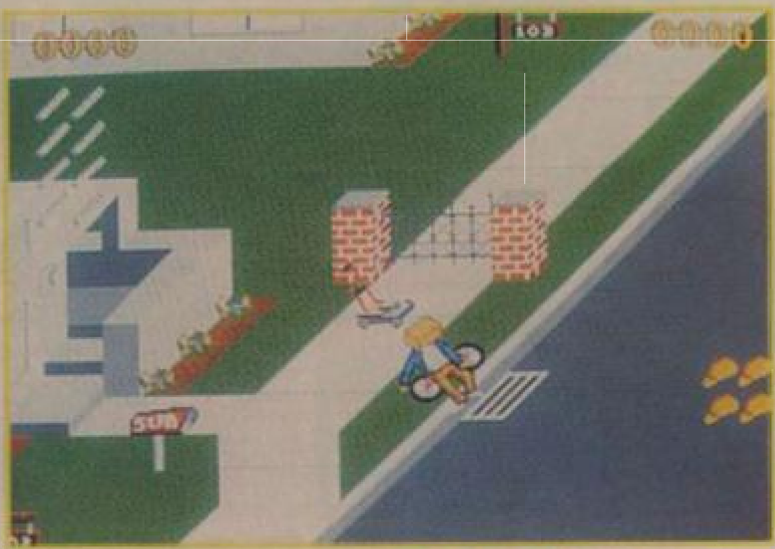
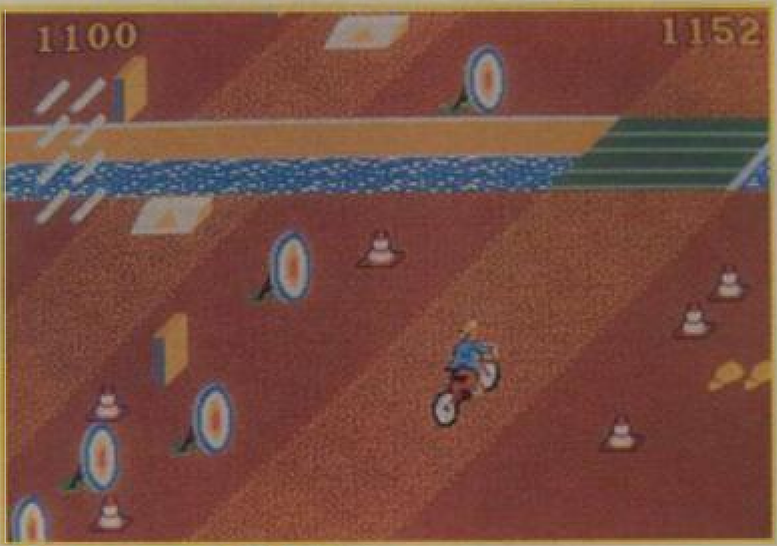




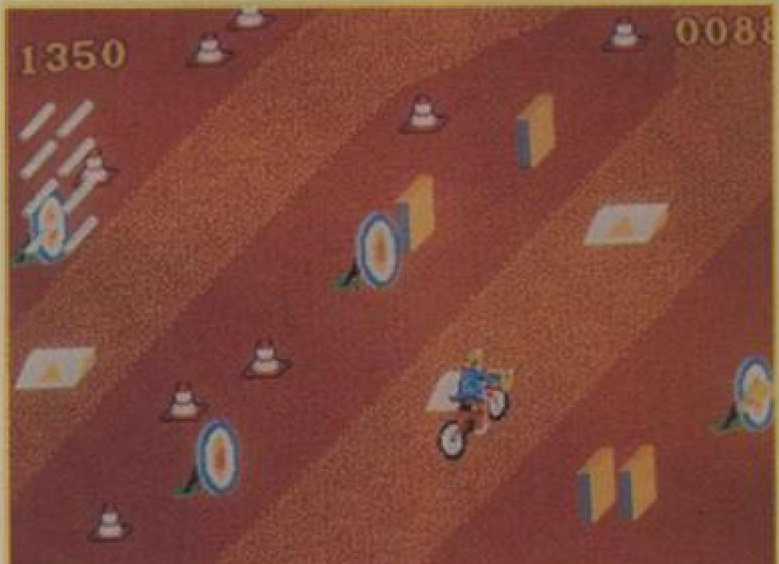
▲ Gah! "Mowed" down!

PAPER BOY

BY ELITE



▲ Burnin' up the BMX track!



▲ Hit the targets for bonus points.

The original 8 bit versions of this crumbly classic appeared almost three years ago, and sold in vast quantities despite some lukewarm reviews. Does the Amiga version earn a loud hurrah or a miserable moan? Read all about it...

You play a pretty cool dude astride a three-speed delivery bike, skillfully lobbing rolled newspapers into your patrons' porches or mailboxes (the latter give you a bonus). Fail to deliver and they'll cancel their order. Find a house that reads a different kind of paper, and you can break their windows for bonus points. Fair enough.

At the end of your deliveries, it's off to the BMX stunt track to get some target practice in, just for kicks and bonus points. Crash or run out of time and you won't get the adulation of the greasy groupies waiting for you at the finish line.

Each day your success is measured by the number of customers left; lose them all and it's shame, humiliation and unemployment. At the end of each week you move on to the next, harder level.

Life as a paperboy isn't as much fun as it seems, though. Plenty of nerds populate the neighbourhood, lolloping out in front of the bike, letting their kids run riot with remote control racers, unleashing mad dogs and deadly lawn mowers and trying to squash you with their motors. Hit any of these and it's time to get a new bike - and you only have five.

This has got all the addiction and frustration of the coin-op, but the gameplay elements have been changed, unfortunately to its detriment. Fans of arcade Paperboy should warm to it, but the rest of you might want something a bit more substantial for twenty-five quid.

GORDON HOUGHTON

UPDATE

An ST version, with virtually identical graphics, is due out at the same time - but for a fiver less than the Amiga.

AMIGA	£24.99
GRAPHICS	74%
SOUND	58%
VALUE	39%
PLAYABILITY	74%

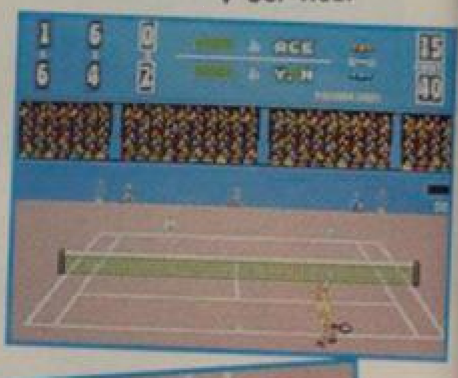
Why isn't this the same as the coin-op? The sound is arguably better (although there's no speech), but the graphics are jerky, and the gameplay has been altered. It's not a bad game, but it's too old and too expensive to deserve greater praise.

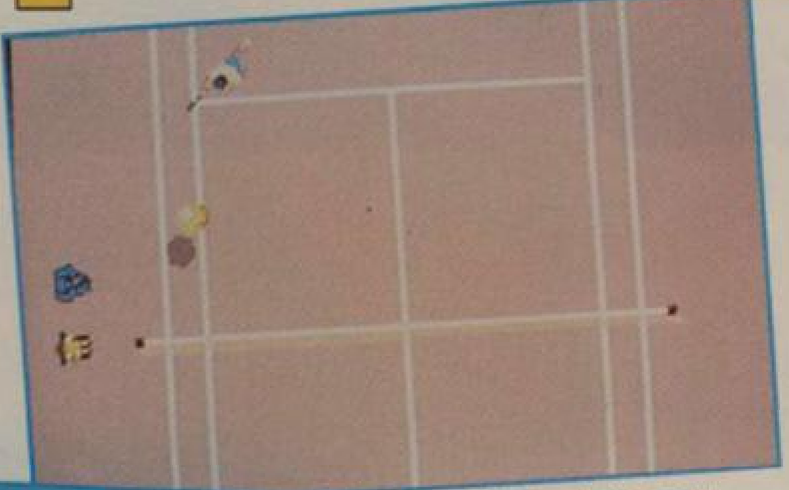
OVERALL 69%

PASSING SHOT

BY IMAGEWORKS

▼ Ser-vice!





▲ That ball is OUT!

Woah! Don't put your Fred Perry shorts and Boris Becker wig away yet! Wimbledon might be over, but the tennis goes on, this particular ball being in Imageworks' court.

Teque (Blasteroids and Thunderbirds) have programmed the conversions of this Sega coin-op which lets you play in a world grandslam tournament against teams of computer players, with or without a human doubles partner.

After selecting one of four computer skill levels, it's straight down to the court, where you get a 3D Dan Maskell view of the action. Press the fire button to launch the ball into the air, then push up on the stick to hit it across the court.

After you've served, the screen switches to an overhead view, which scrolls to follow the ball. Just like the real thing, the point of the game is to hit the ball back at your opponent, or in fact, past your opponent. To make it even more realistic, your racquet-play extends to a host of different shots - lobs, drop-shots, volleys, forehand and backhand smashes and the eponymous passing shot - all selected by holding the stick in a certain direction as the ball is hit.

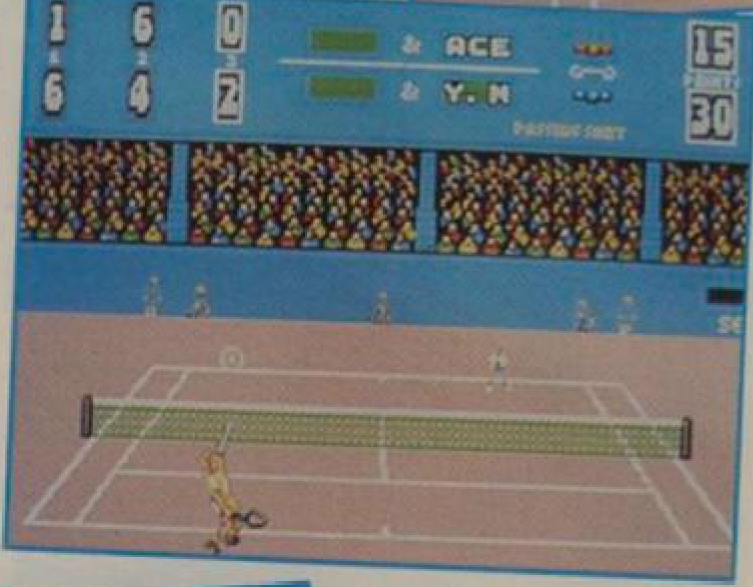
The standard rules of tennis apply, and there's even an umpire presiding, who lets you know just why your opponent's trouncing you. Funny thing is, though, some of his decisions seem to be the sort of rulings that even Bjorn "Ice Cool" Borg could get justifiably miffed with - like calling aces after the ball's only bounced once.

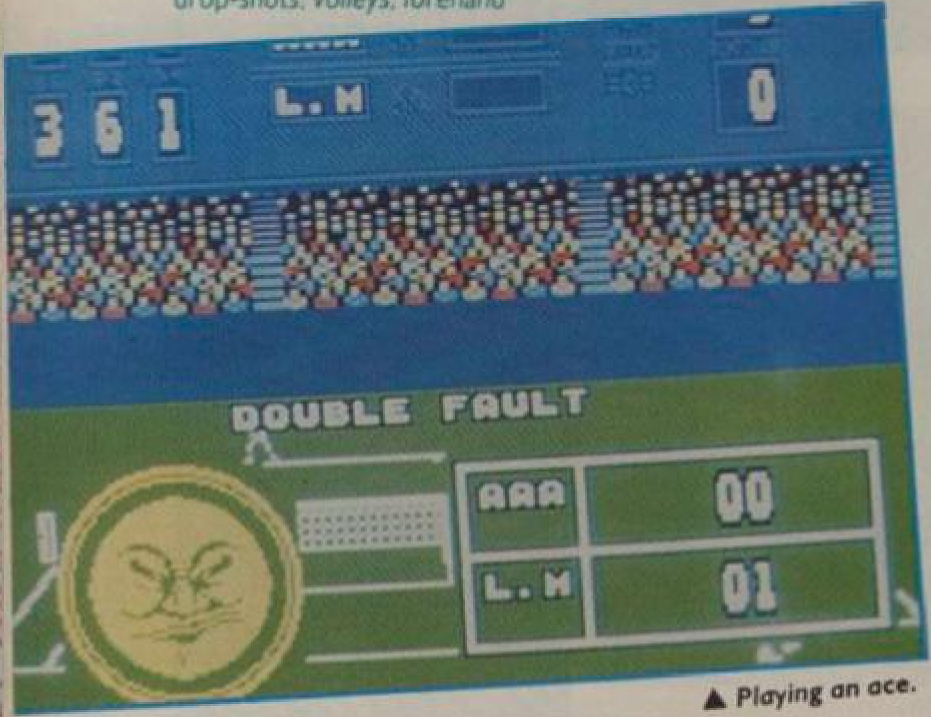
That, I could just about live with, but far more annoying is this. The screen doesn't show enough of the court at any one time, so by the time it's scrolled far enough for you to find your player, it's often too late, and you're too far away to reach the ball.

This is a shame, because aesthetically, Passing Shot is quite competent - detailed and well-animated sprites and passable music. Unfortunately, the gameplay is so annoying that before long the disk is sure to go the way of a McEnroe racquet.

PAUL GLANCEY

▼ He's blown it.





▲ Playing an ace.

UPDATE

Teque are also producing versions for the Amiga, C64 and Spectrum, and while the graphics and sounds will vary with machine, the basic problem of screen shape will probably trouble them all.

AMSTRAD £9.99

Not as good looking as the ST version of course, but suffers similar problems. Added slowness gives the impression of playing an action replay.

OVERALL 55%

ST	£19.99
GRAPHICS	73%
SOUND	69%
VALUE	55%
PLAYABILITY	58%

For all its super-realistic options, a ropey court display and the dubious umpire make Passing Shot a bit of a disappointment.

OVERALL 61%

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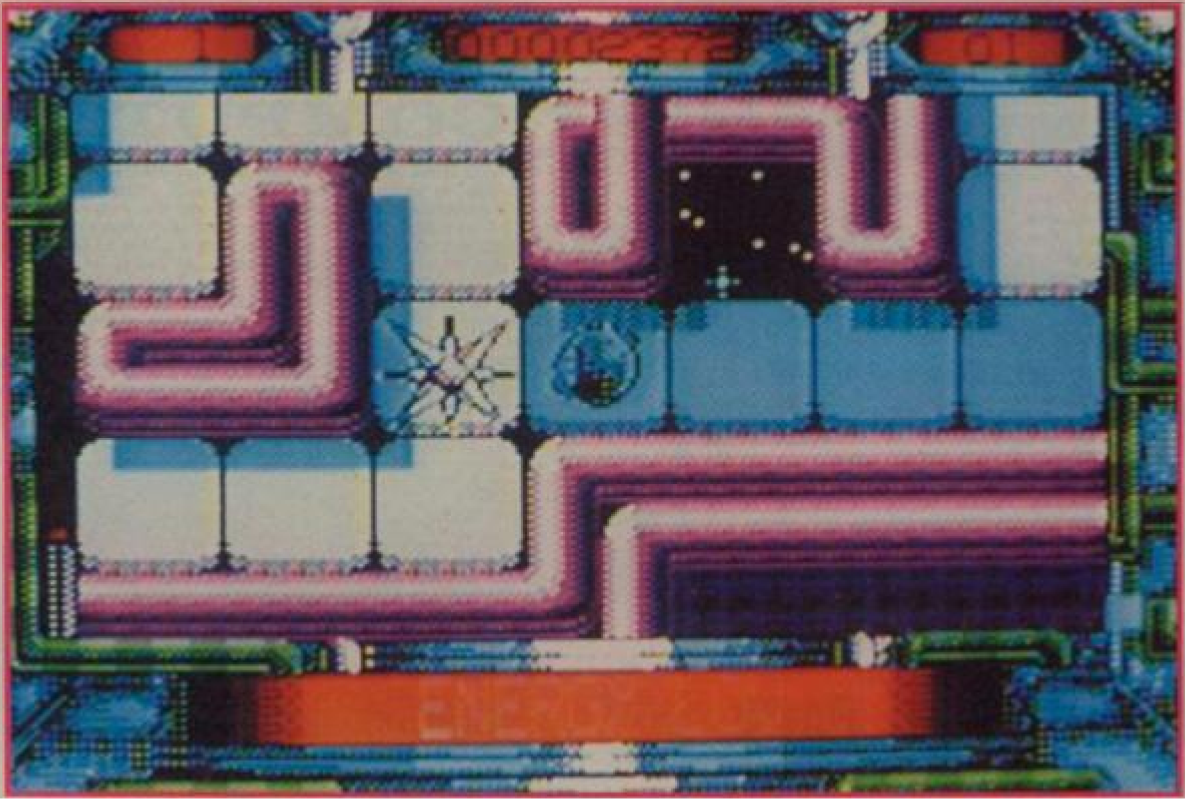
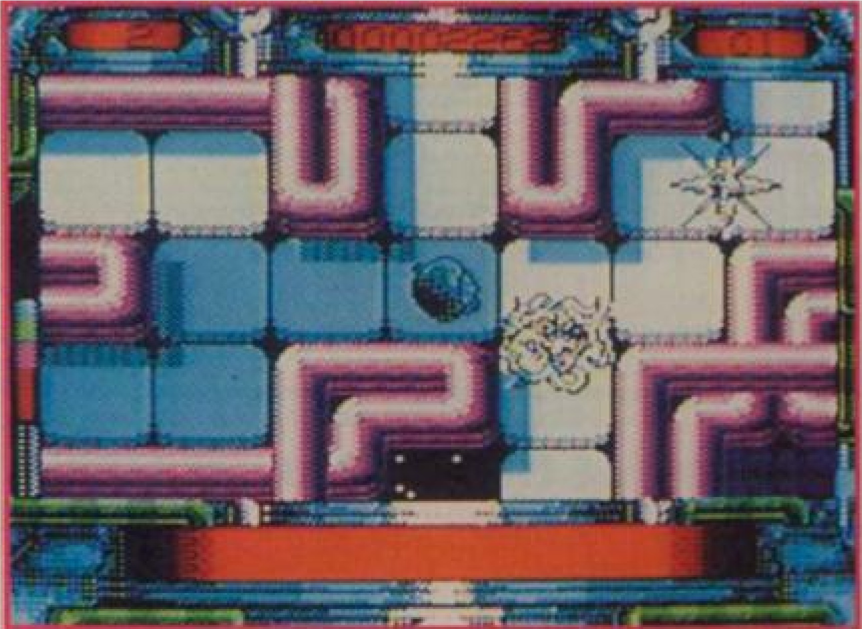


●A spikey thing in hot pursuit.

MAZE-MANIA

BY HEWSON

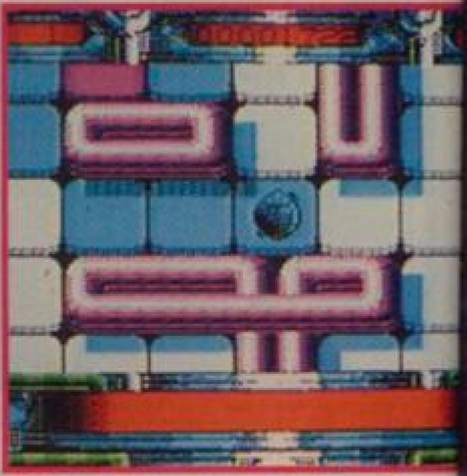


●More spikey nasties join the chase.

PacMan-style games come and go and, as the saying goes, here comes another one. This time the scenario reads that Flippo, a kind of hedgehog with two legs cut off, has to find his way out of the Mazes of the Upper Plane.

He does this by walking over tiles, which then flip over and change colour. Once all the tiles in the current maze have been flipped correctly, he can leave for the next via a mysterious flashing teleporter.

Things aren't as simple as they first seem, though. Our flipping friend only has a limited amount of energy, and there are plenty of aliens around willing to do him in. If he gets caught too many times, he loses one of three lives. Fortunately, extra lives are available in the form of Flippo icons; you can also pick up a lightning icon which gives you extra energy, and a fist, which allows you to stomp on lots of alien heads without losing strength.

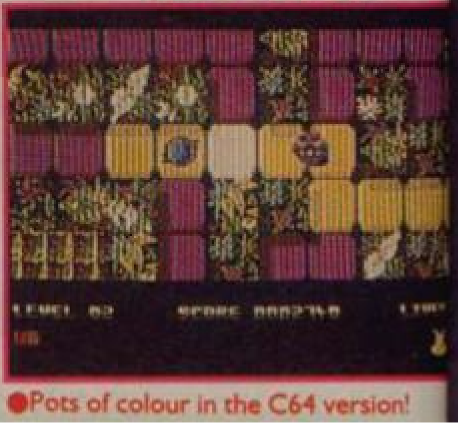


●Flippo gets a moment to himself.

In addition, there are some tiles which change colour every time you flip them, and others that can only be turned when walked over from one direction. And woe betide the Flippo that falls down a hole, for his life is quickly snuffed out.

And that's all there is to it. Flippo is very similar to US Gold's Skweek, but unfortunately Skweek is cuter, has far more levels and a greater variety of bonus icons. Although it's a nice enough game, Mazemania is just too repetitive and simplistic for the price.

GORDON HOUGHTON



●Pots of colour in the C64 version!

UPDATE

Other 8 bit versions are still under development for the same price as the Spectrum, and the 64 version promises an additional bonus section. On 16 bit the game hasn't yet been started and no prices are available, but it should feature twenty levels.

SPECTRUM	£9.99
GRAPHICS	57%
SOUND	28%
VALUE	23%
PLAYABILITY	41%

Like most PacMan inspired games, the action is initially appealing; this is also helped by a cute main character and reasonably fast-paced gameplay. However, with so few and so similar levels it doesn't hold much lasting interest.

OVERALL 42%

XENON 2

MEGABLAST

XENON II: MEGABLAST

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XENON II: it's a Megablast!

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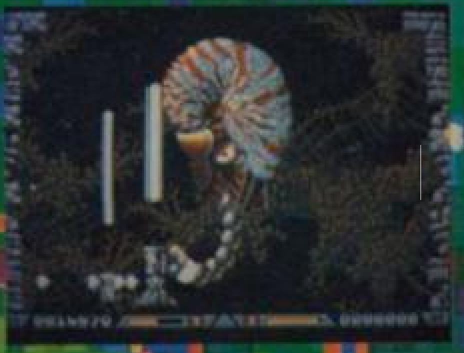

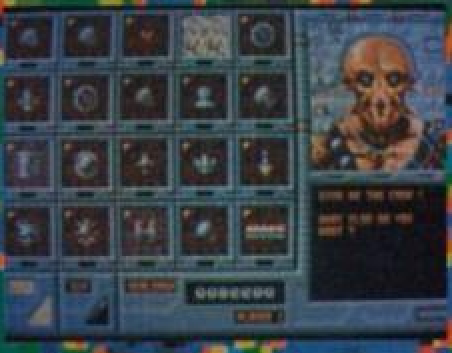

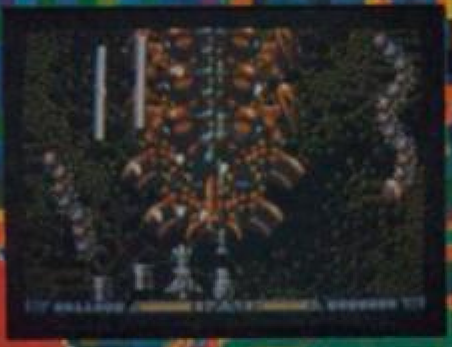

Screen Shots From Atari ST Version.

image works

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MEGABLAST written by Tim Simenon
Produced by Simenon Gabriel
Appears courtesy of Rhythm King Records
Published by Rhythm King Records

The BITMAP BROTHERS

MIRRORSOFT
Irwin House
118 Southwark Street London SE1 0SW
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BOM

BY ACTIVISION

Twelve months ago, Vektor Grafix, the programmers behind the 8 bit Star Wars conversions, started work on programming routines which would display filled 3D objects faster and more accurately than ever before on a home micro. The culmination of their work comes with the release of Bomber, a flight simulation which features the best three dimensional aircraft graphics I've ever seen.

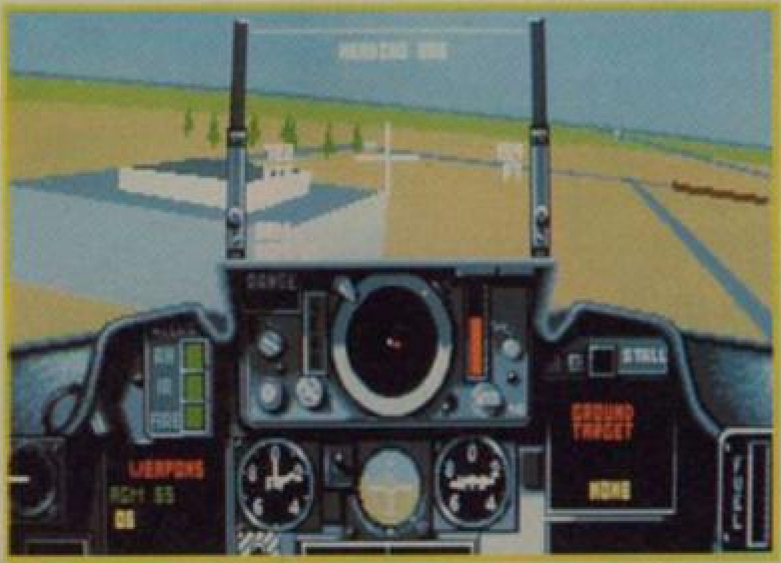
Unlike the Microprose simulations, Bomber doesn't put you over Libya or Vietnam, and is instead set over an area of about 1,000 square miles of the USA, encompassing North and South Dakota, Wyoming and Montana. The location isn't really that important to the game, as combat isn't intended to simulate what goes on in any particular war zone.

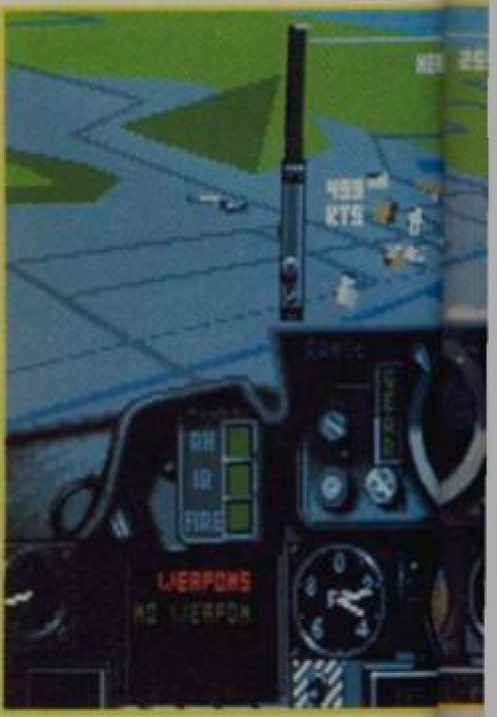
As with most flight simulations, after loading you're confronted with a host of options screens. Select one of eight stored pilots from the roster, pick an aircraft (there are seven planes of various nationalities, all beautifully depicted on this particular screen), then you can choose your mission.

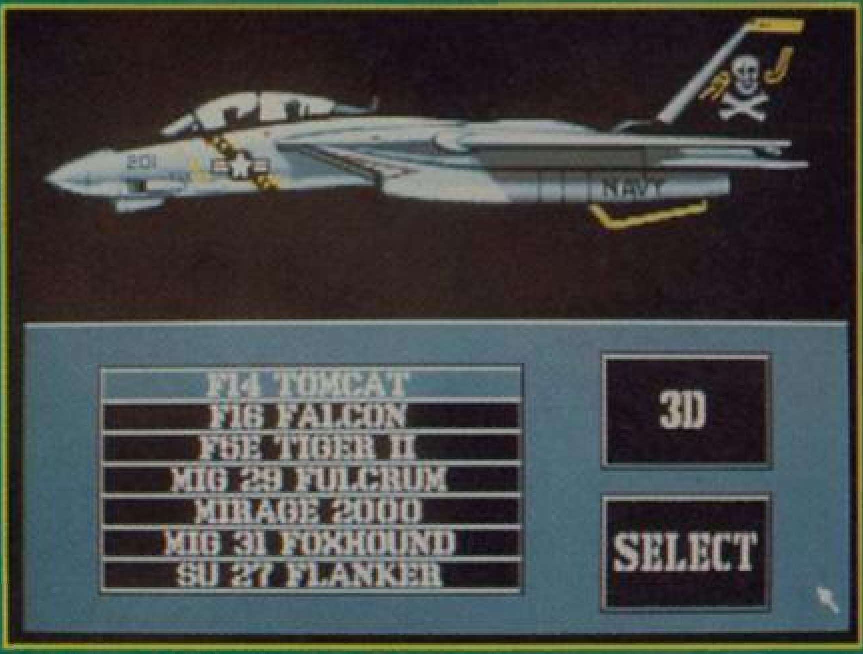
By selecting the simulation option, rookie pilots can gain flight experience without having to undertake a mission. You can start from the runway, over nearby Rapid City, on final approach or from various other positions. Then you can just fly around, bombing the dinosaur park in Rapid City, buzzing farms and roadside gas stations, and just generally taking in the spectacular views, both internal and external.

Once you've had your fill of frivolous flying, select one of the ten graded-difficulty, multi-stage operations to test your skill. As well as having the usual SAM-smashing, tank-busting, runway-strafing, dogfighting missions, the 16 bit versions of Bomber include a mission designer, which lets you define target positions, the locations of airbourne refuelling tankers (the refuelling sequence is well worth seeing, incidentally) and other waypoints, then save them to disk for you or a friend to fly.

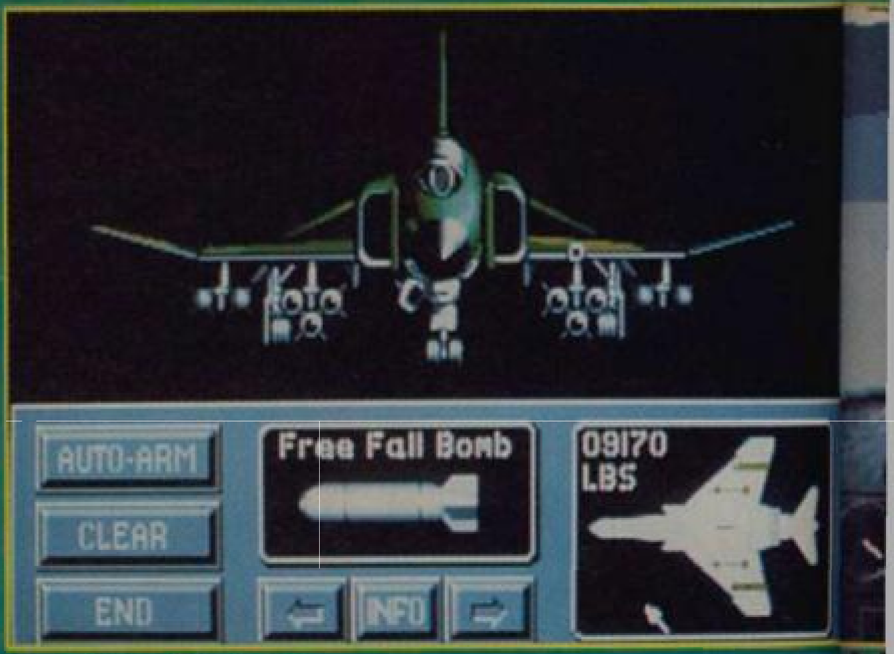
The flight controls on each of the seven planes are basically the same, but each has a different cockpit display, accurately reproduced from the real thing. If you've played any other recent flight sims you should be familiar with the layout and





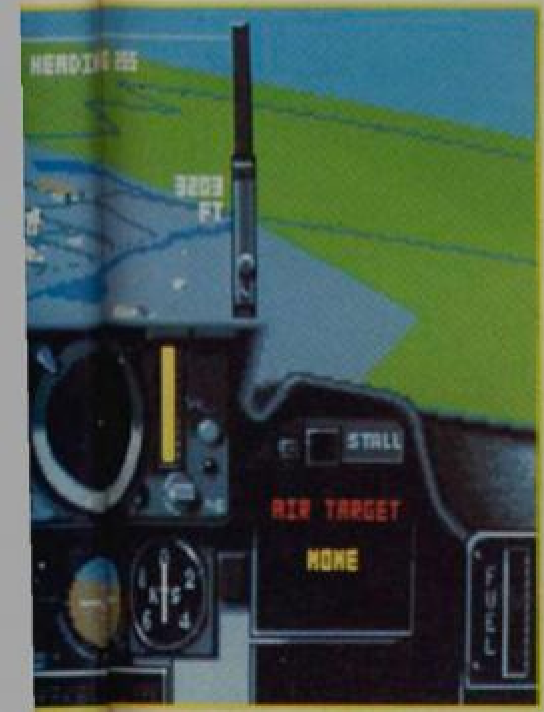


▲ *Hmmm... How about a US Navy Tomcat?*



▲ *Get yourself tooled up.*

BER

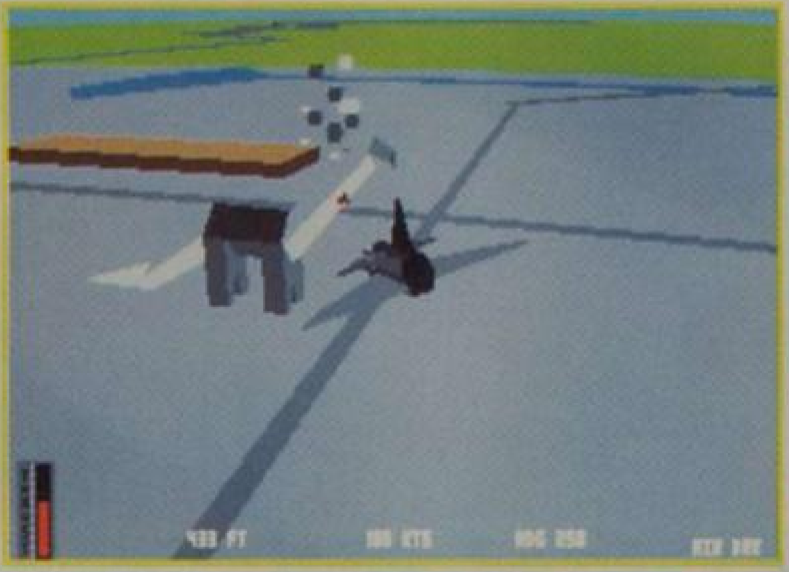


working of the gauges and displays. Compared with other ST and Amiga flight sims, the cockpits seem relatively bare, but you don't miss anything when you're actually in the air. In fact, this even has the favourable effect of there being less to distract the pilot, so flying is much more fun.

Apart from having stunningly detailed and realistic aircraft and scenery graphics (each plane is made up of at least 120 polygons), Bomber is great fun just to take a plane up and fly over to Devil's Tower (scene of Close Encounters' climax), drop a Durandal on a gas station occupied by terrorists, and swing back to base for a Bud in the Officers' Mess.

Myself, I prefer F-15 Strike Eagle II's depth and speed, but a novice flier looking for an easily-approachable, fun sort of flight sim would do well to check this one out (as long as they've got a fast VGA PC, of course).

PAUL GLANCEY



REVIEW

C+VG HIT!

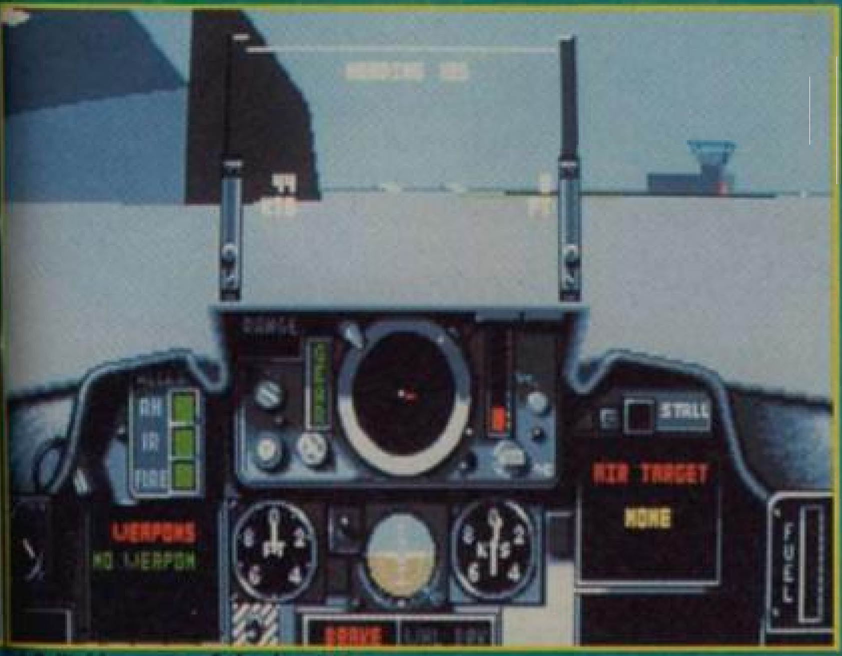
UPDATE

We've seen demos of the other versions, and it transpires that the ST and Amiga versions have the same gameplay. They run slower, but there will be toggles to switch between levels of scenery detail. The 8 bit versions also feature filled-in 3D graphics, but the planes use less polygons (about 40) to keep the speed up.

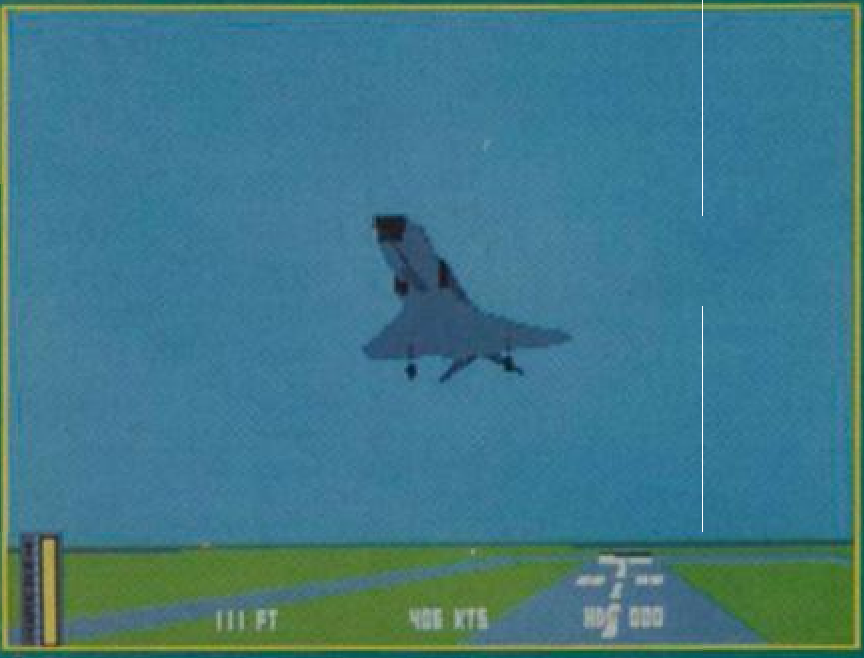
PC	£24.99
GRAPHICS	95%
SOUND	70%
VALUE	87%
PLAYABILITY	88%

Stunningly realistic graphics and hours of uncomplicated flying make Bomber a real flight to remember.

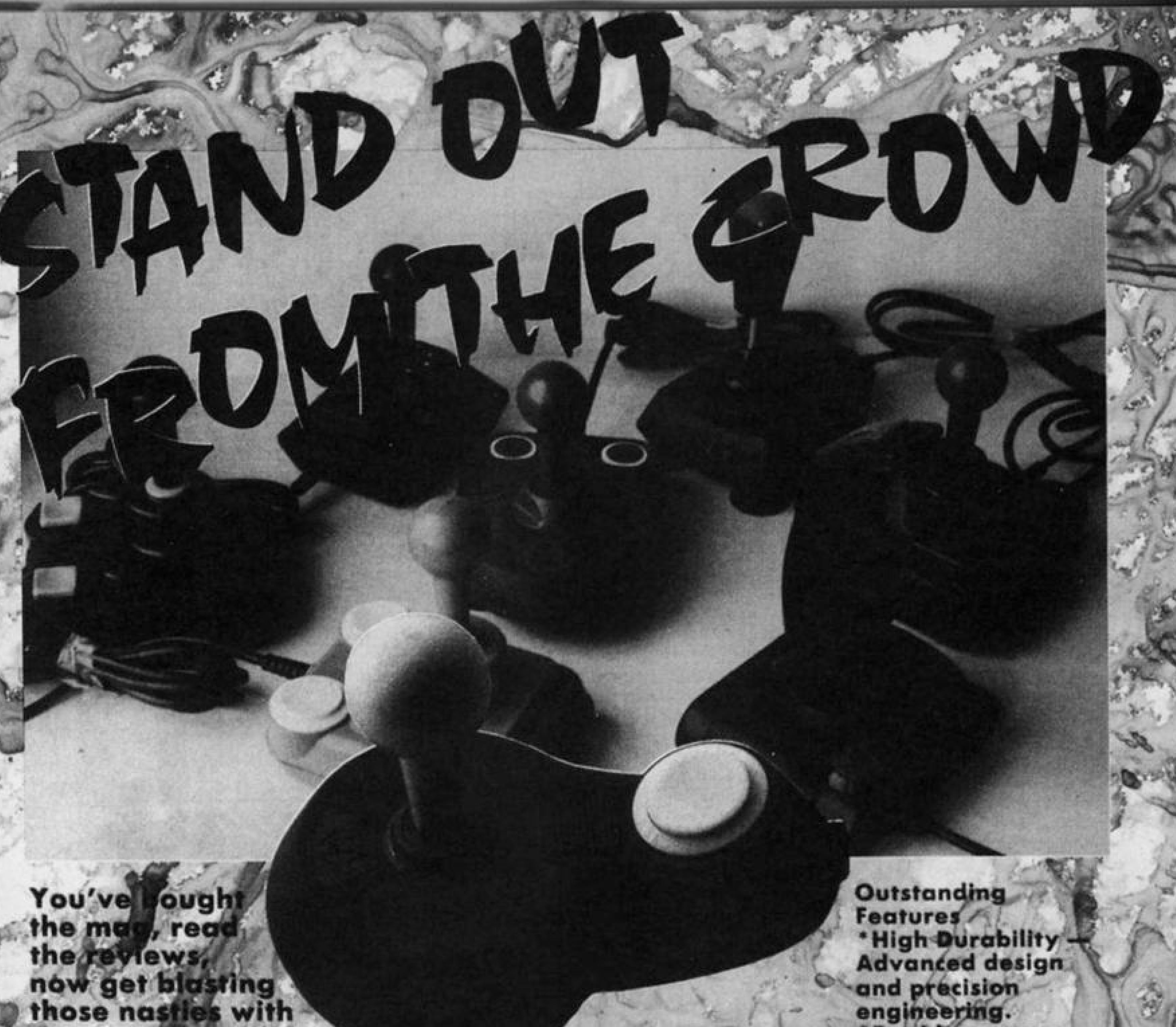
OVERALL 89%



▲ *Rollin' her out of the hangar.*



▲ *The Phantom lifts off and heads for the target.*



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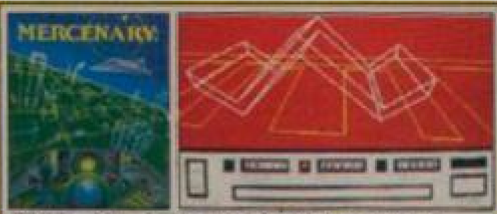

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POWER PLAY COMP

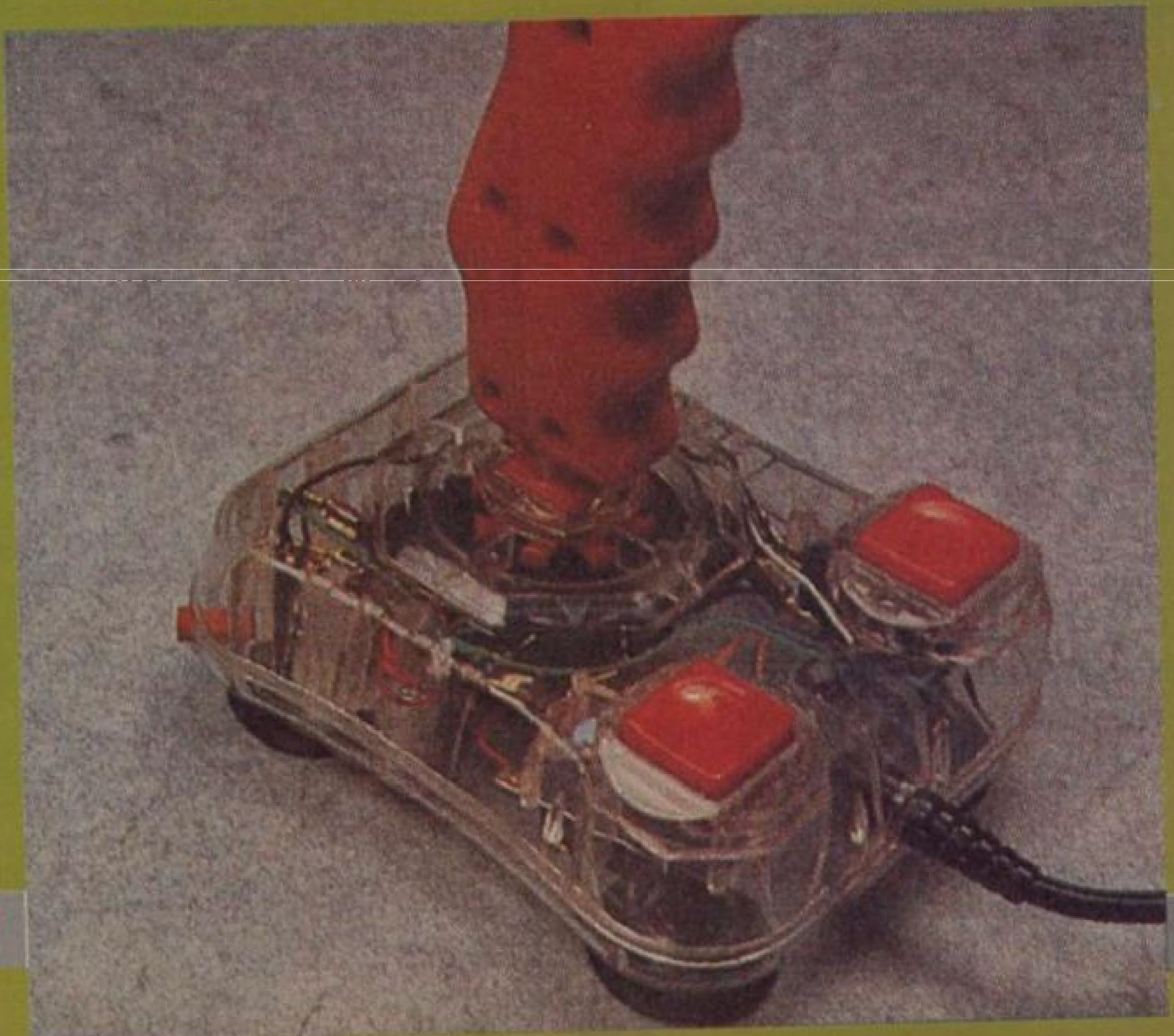
Power Play, the people behind the Crystal joysticks, have decided to bring Christmas forward three months and organise a fabulous competition with us. There's not one first prize. Not two. But three (count 'em) first prizes of PC Engines, that amazing pint-sized console that's currently regarded as THE hot gaming property!

And that's not all. There are also twenty runners-up prizes of Crystal joysticks, so even if you don't win an Engine, you could still improve your games playing abilities with a brand spanking new control stick for your computer.

Hurrah!

And all you've got to do to stand a chance of winning a prize is to count how many new PC Engine games are previewed in our free Mean Machines megamag that was given away this issue. Is it five? Is it ten? Well, count 'em, put the number on the back of a postcard or sealed-down envelope and send it off too: OH NO NOT ANOTHER GREAT LONG COMPETITION NAME FOR ROBERT AND GEORGE TO SORT OUT COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is October 16. After that we'll be putting all the entries into a big sack. The first three correct entries pulled out will win their senders a PC Engine, the next twenty will get joysticks.

Get counting.



THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL, ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

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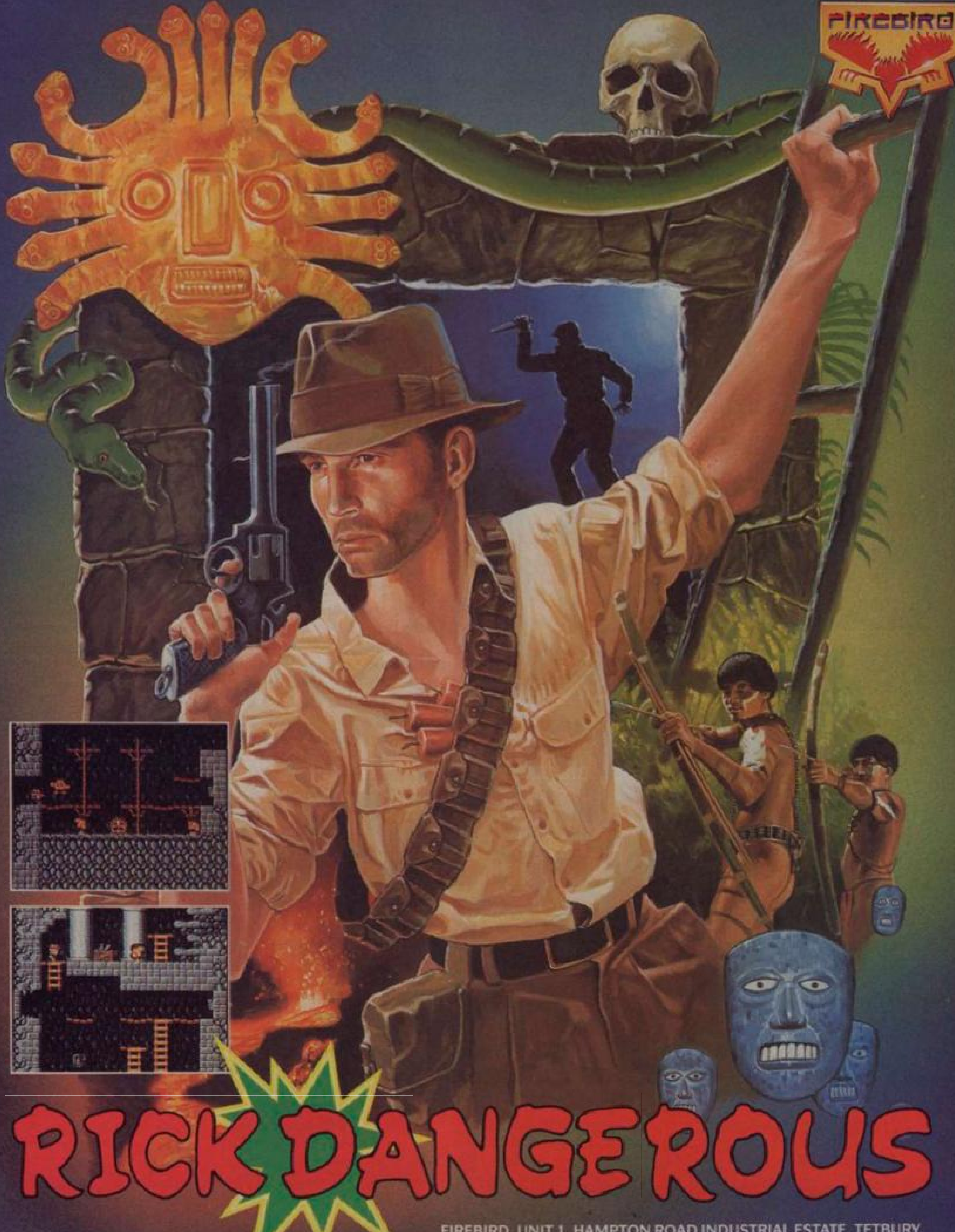

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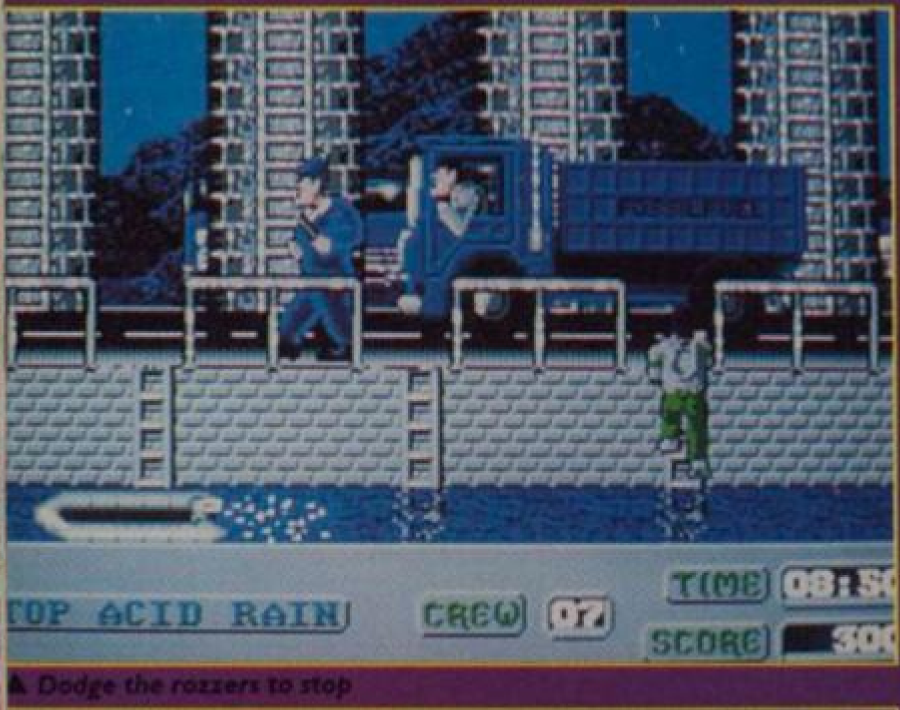
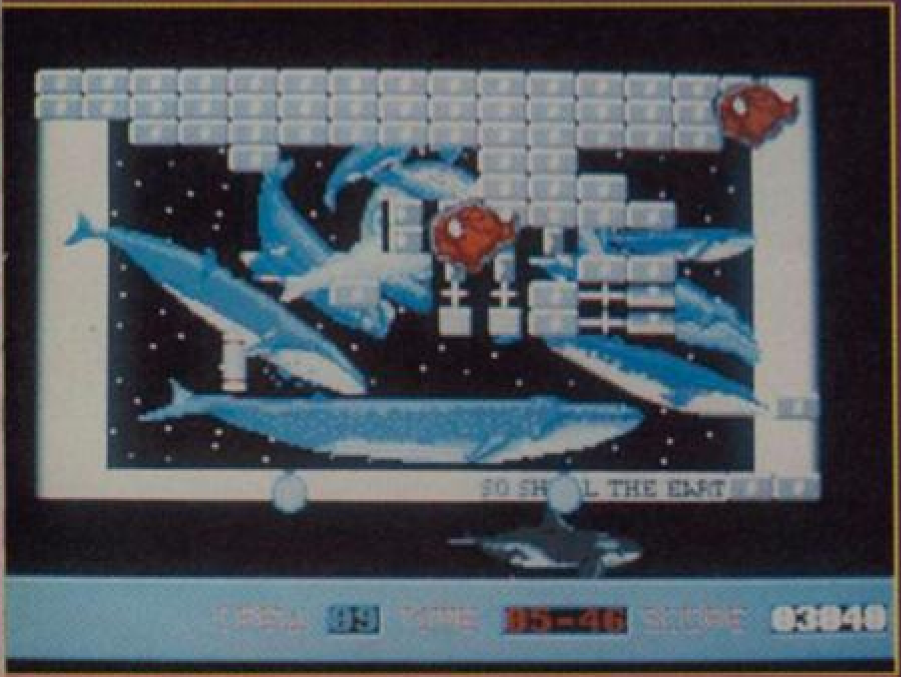
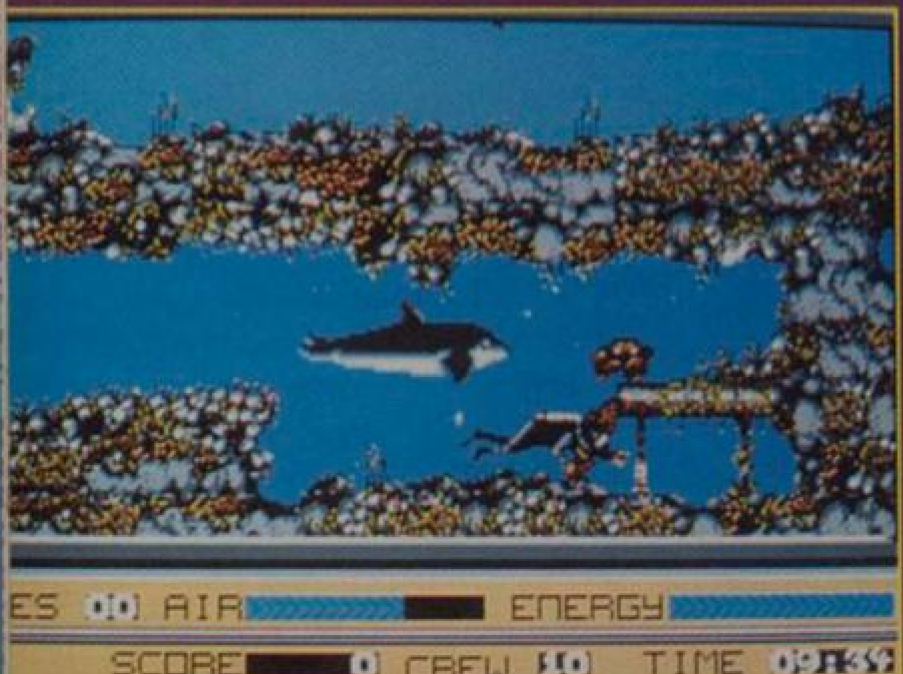


▲ Dodge the rozzers to stop



▲ Bubbles busting bricks is what saves whales.



▲ The frogman bashes another waste pipe shut.

RAINB WARRI

BY MICROPROSE

You can't have failed to notice that Britain has recently gone green - ozone-friendly hairsprays, lead-free petrol, more votes for the Green Party, even previously ecologically-unsound people joining Greenpeace. Microprose probably come under the latter category, because Rainbow Warrior ("the Greenpeace game") is definitely a departure from their range of American Commie-killing battle sims.

Microprose hope that they can bring eco-awareness to the masses who would normally switch off at the sight of another Norwegian in an anorak spraying baby harp seals with green paint. The game is split into seven different subgames, each of which deals with a real Greenpeace campaign. Six of the seven can be selected from the opening screen, but you have to finish all of these before you can play the culminating game.

In Ocean Dumping, you control a team of eco-commandoes who have to board a ship dumping waste into the sea. Starting in a dinghy, your team has to climb on deck, then each stop a crane which is dropping barrels into the ocean. The crew of the ship aren't willing to help out, though, so you have to avoid the hose trained on your dinghy, dodge barrels, and the crew members who throw you overboard if they catch you.

Save the Whales is a sort of Breakout game, which puts you in control of a killer whale swimming about under a screen full of bricks. The objective is to completely uncover a picture of whales by blowing bubbles at the bricks to destroy them. Different icons drift across the screen, and if you bubble a good one (such as a Greenpeace dinghy) that icon will clear all the blocks it passes over. Hitting, say, a whale steak will cause it to restore blocks until it goes off screen. It's so easy to inadvertently hit the wrong object and suddenly rebuild a load of blocks that this game becomes quite frustrating.

GREENPEACE

The Acid Rain Campaign puts your team of activists at the foot of four chimneys which are spewing sulphur dioxide into the atmosphere. Periodically, a dinghy sails past carrying a banner bearing one of the letters in the words "STOP ACID RAIN". You have to collect all the banners and drape them across the top of the chimneys, while dodging a patrolling policeman, a large truck and a spanner-throwing worker.

Ozone Depletion takes your campaigners to the Antarctic where aerosols are roaming the atmosphere, knocking holes in it. To get rid of them, you have to chuck snowballs at them, otherwise radiation leaks to

▲ Tessel

▼ Aci Mu

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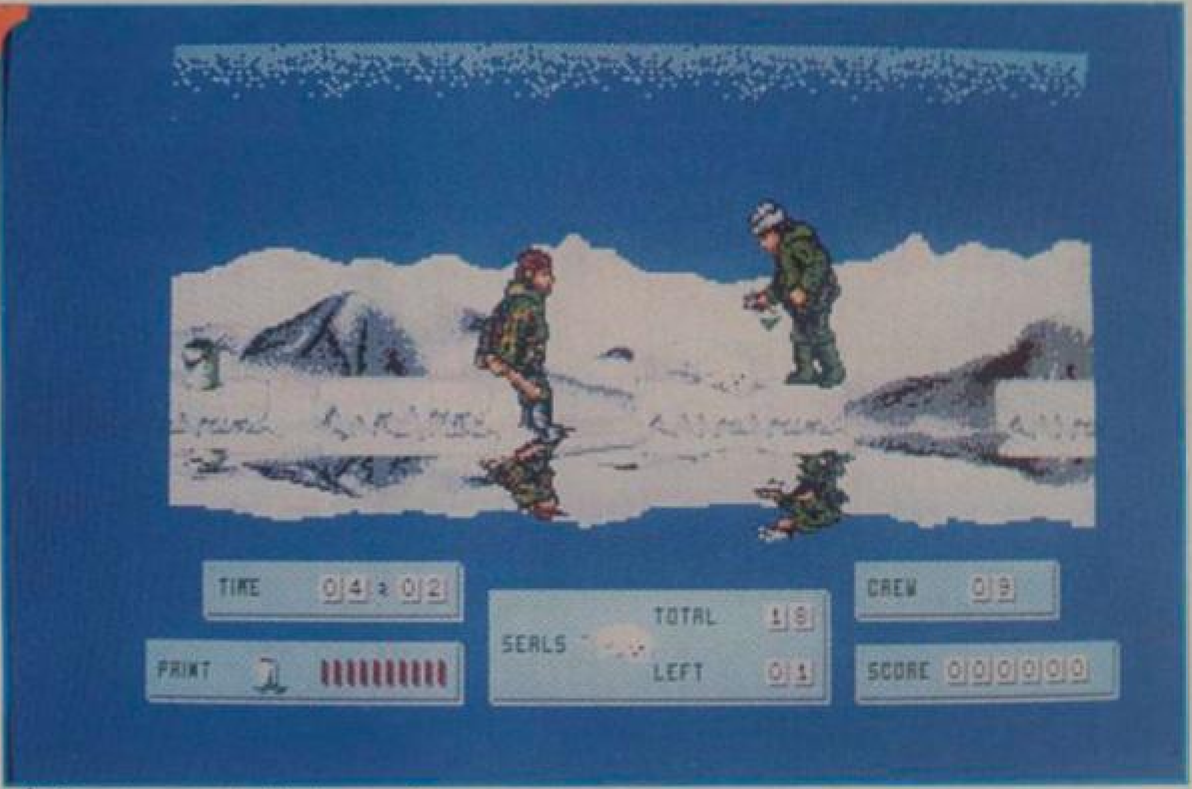
▲ The vessel herself. Rainbow Warrior.
▼ Aiee! Mutie penguin attack!



▲ Spraying a seal while hunters leap to a watery grave.

ground level, mutating penguins into homicidal killers, and doing your campaigner no good at all. Quite comical, as you can imagine.

Saving the Seals puts you on the ice floes of Canada, where hunters are out to cull seal pups for their skins. The only way to stop them is to spray as many seals as possible with green dye, making their pelts worthless. Just leaping from floe to floe is dangerous enough, but running into hunters is fatal, and a missile-firing nuclear submarine also makes an appearance.

My favourite of the six games takes place in the Irish Sea, where low-level nuclear waste is being pumped out through pipe outlets. You control a dolphin, which leads a diver past radioactive seaweed, dangerous squids, jellyfish and sharks to the six outlets, where he can set to, hammering the pipe shut.

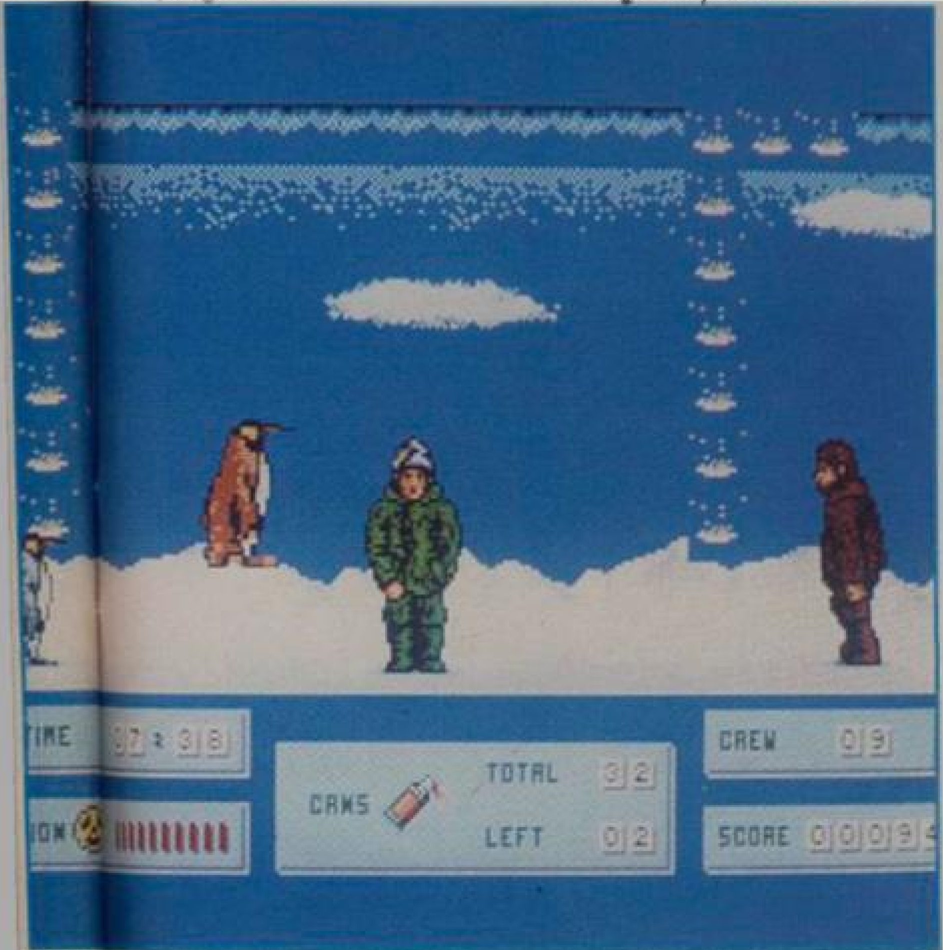
You're probably thinking that none of the above sound like earth-shattering computer entertainment, and taken individually they're not. However, as a whole, Rainbow Warrior is surprisingly enjoyable. None of the campaigns has any depth and they all seem terribly silly while you're playing them individually, but they're so light-weight that it's difficult to get really cheesed off with them.

The games alone aren't likely to turn you into Mr Ecology, but they do lead you to the beautifully presented and thought-provoking instruction booklet. This contains relevant statistics and case histories which make very interesting reading, educating the reader as to exactly what's wrong with the environment and what's being done to save it.

Twenty five quid is a lot to pay for a non-mainstream title like this one, but it manages to educate without indoctrinating, in a topic everyone should be fully aware of. And remember that part of the profits do go to Greenpeace for the purpose of saving the planet, which can't be bad.

If you want further information about Greenpeace's work, and how to become a member, you can write, enclosing an SAE to GREENPEACE UK, 30-31 ISLINGTON GREEN, LONDON, N1 8XE.

PAUL GLANCEY



UPDATE

The games are all very simple so they should translate easily from machine to machine. Expect Amiga, Spectrum, C64 and Amstrad versions shortly.

ST	£24.99
GRAPHICS	74%
SOUND	71%
VALUE	79%
PLAYABILITY	73%

First impressions are deceptive. This is a thought-provoking and quite enjoyable piece of entertainment software deserving your attention.

OVERALL 76%

PUTS THE GUESSWORK INTO ARTWORK . . .

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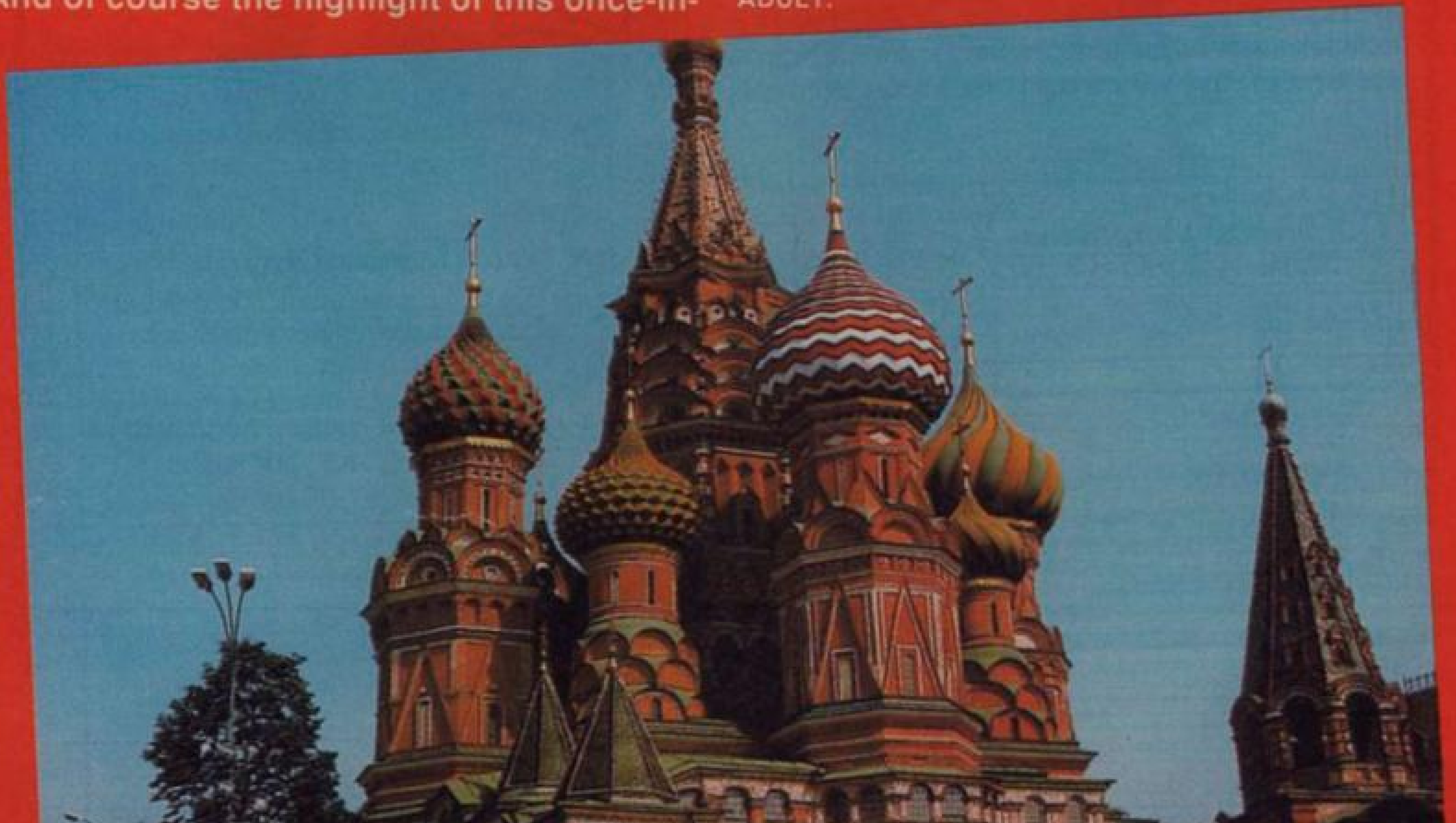
GO TO THE CIRCUS IN MOSCOW

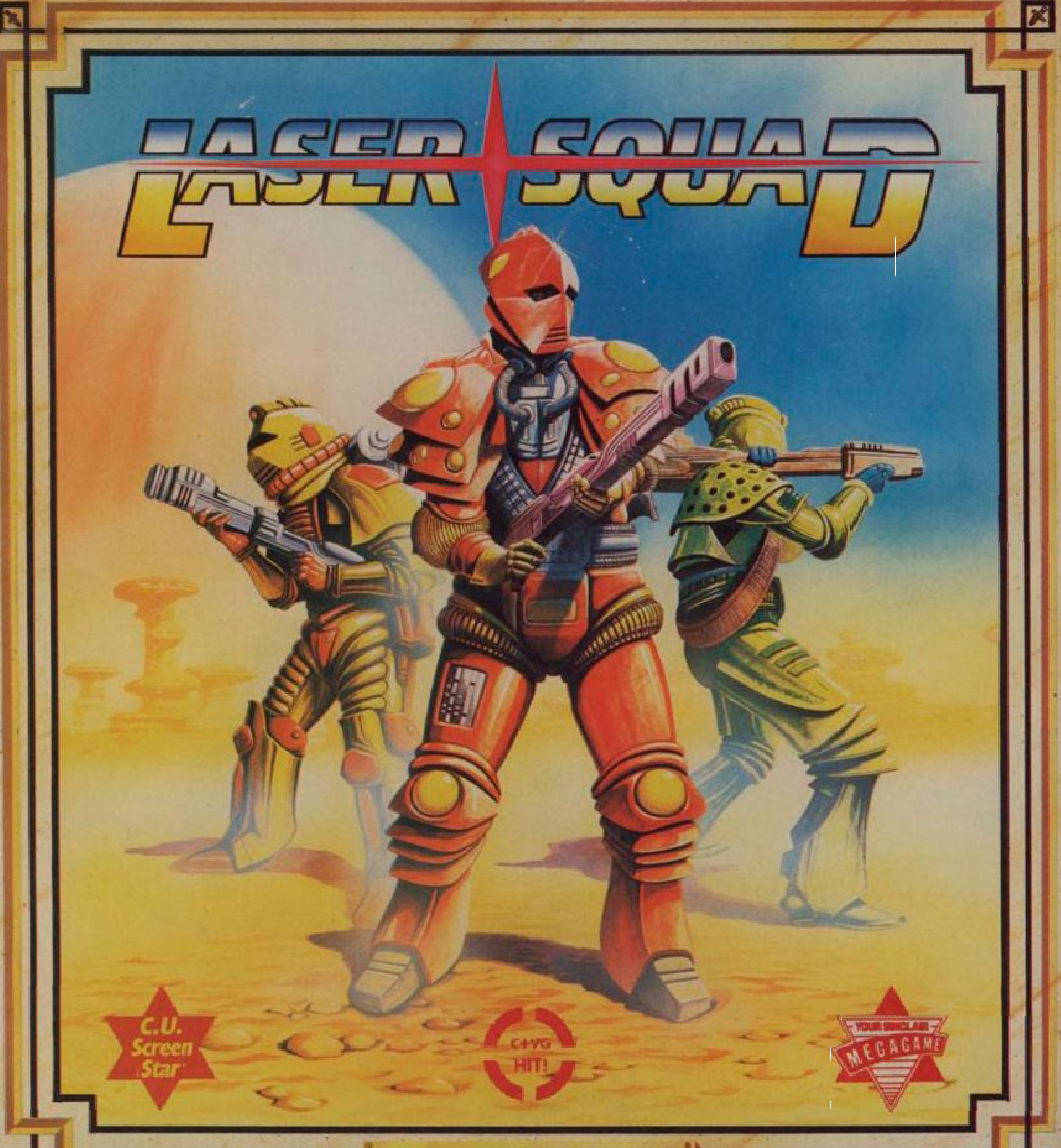
To celebrate the launch of their brilliant new circus game, Fiendish Freddy (which was awarded a HIT! when reviewed last month), those lovely people at Mindscape have got an absolutely amazing competition lined up. They're going to send two people to the circus. Not some rubbish old Big Top jobbie, mind you, but the incredibly fab Moscow State circus!

The winners of this competition will spend a week in Moscow, and will be able to see all the sights of the soviet capital. And of course the highlight of this once-in-a-lifetime experience will be an evening at the World's most spectacular show, the Moscow State Circus.

All you've got to do to enter this comp is name three famous Russians. It's as easy as that. Put them on the back of a postcard or a sealed-down envelope and send them to: OOH-OOH COMRADE THE MOSCOW STATE CIRCUS SOUNDS A VERITABLE BIG TOP O' FUN COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All entries will be stuffed inside a furry hat, and the first correct entry pulled out will win its sender (and a partner) that fabulous trip to Moscow. Oh yes, please make sure that your entries arrive before Oct 16.

NOTE: THE WINNER MUST BE ACCOMPANIED BY AN ADULT.

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ARTHUR

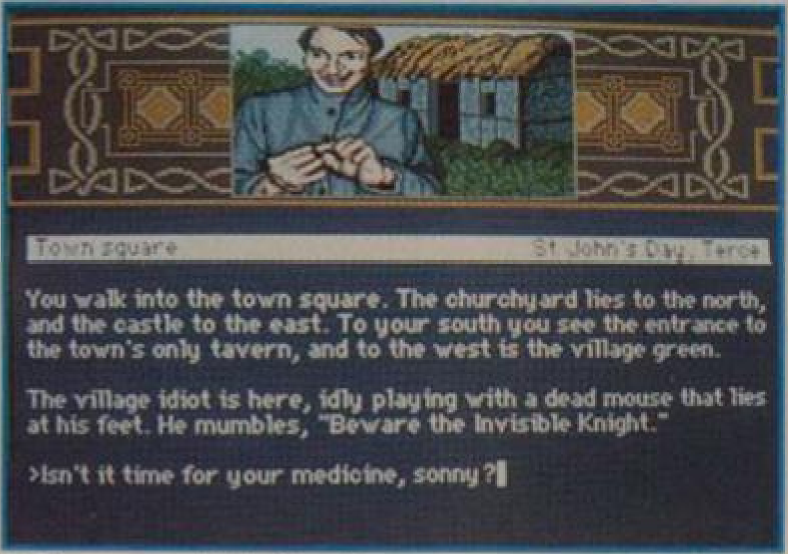
C+VG HIT!

BY INFOCOM

Infocom has, from the beginning, had the uncanny knack of stamping its own brand of humour and puzzles on an adventure, irrespective of the underlying story. An Infocom adventure, whether it be a whodunnit or a science fiction thriller, can always be recognised, and its entertainment value almost always guaranteed.

Arthur, based on a mixture of legend and history, is no exception. Written by Bob Bates, whose last game was Sherlock (NOT the Melbourne House title!), Arthur starts with you as the young heir to the throne, witnessing King Lot stealing Excalibur, stone and all, and substituting a replica, thus claiming the throne for himself.

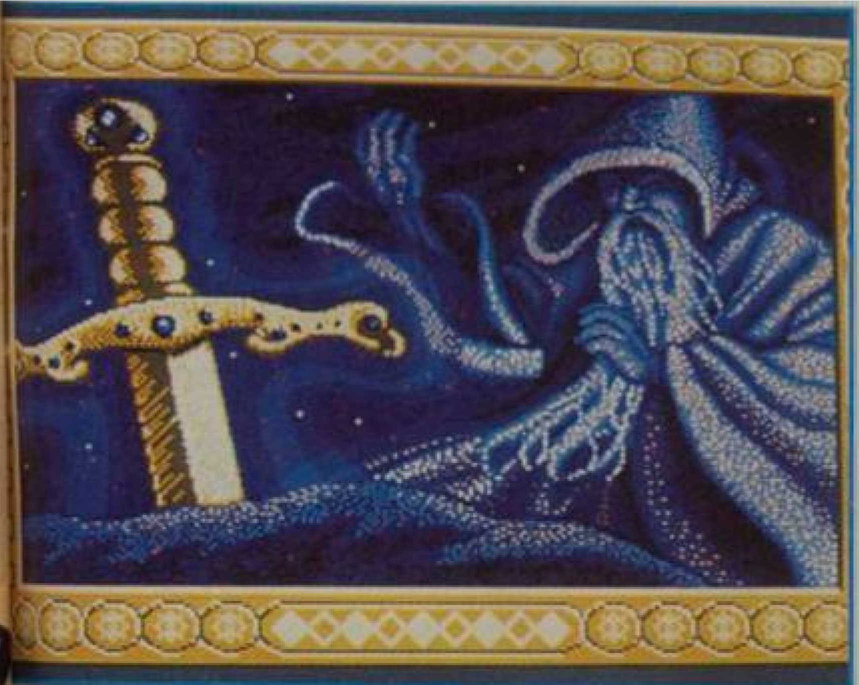
Your quest is to eventually expose him, and withdraw Excalibur from the stone yourself to regain your inheritance. But Merlin insists that you first go out and gain wisdom and experience, and become known to your people for your chivalry. The scoring system awards points for all these categories, and also for the quest itself. Though don't be mislead into thinking Arthur is a role playing game - it is an orthodox adventure.



```
Town square                                   St John's Day, Terce

You walk into the town square. The churchyard lies to the north,
and the castle to the east. To your south you see the entrance to
the town's only tavern, and to the west is the village green.

The village idiot is here, idly playing with a dead mouse that lies
at his feet. He mumbles, "Beware the Invisible Knight."

>Isn't it time for your medicine, sonny?▌
```

●D'you want to be his friend?

●Merlin shows Arthur his magical weapon.



An early visit to Merlin provides you with the key to overcoming many of the problems encountered in your pursuit of the throne. He bestows upon you the ability to transform yourself into different creatures: badger, owl, eel, turtle, and salamander. Around this magical power are based some very intriguing puzzles.

You can get into the castle, for example, as either a badger or an owl, but since you can't carry anything in those forms, you must leave in human form if you find any useful objects you want to take away. Only one problem here - how do you discover the password to get past the guard on the gate? And if you thought mazes were a thing of the past, the badger's den, consisting of twisty little passages all alike with exits in all directions may have you wondering if you're playing Colossal Adventure by mistake. Except that in this maze you are a badger, and a badger cannot carry any objects with which to mark the rooms...

The third graphical Infocom adventure, Arthur has a different look from either Zork Zero or Shogun. The title bar is positioned halfway down the screen, displaying location, life form, and time of day. Below that the text part of the game is played, whilst above it the player has a choice of a cameo graphic of the location set in an heraldic banner, or alternatively, a mouse operated interactive map. This allows movement by clicking, whilst not obscuring the text as was the case in Zork Zero.

A hint system is built into the game following the usual format with one or two notable exceptions. The range of hints available increases to meet the player's needs at any given time. This means you won't start seeing clues for puzzles you have not yet come across, nor for puzzles that you are not yet in a position to solve. As comprehensive as they are, however, some hints do not give a complete answer, and leave the player to do at least some figuring out for himself.

It was the built-in hints that confirmed what I had suspected as a bug. In human form I was having difficulty in persuading my rescued prisoner to venture out into the castle courtyard, where he was frightened he would be recognised. A disguise of some sort seemed to be required, and this, indeed, was confirmed by the hint. But before reading the hint, I had accomplished the same thing by flying out as an owl, where he was quite willing to follow.

Still, buglets like this are the lifeblood of adventures, and it in no way detracted from a game that I feel ranks amongst the best from Infocom.

KEITH CAMPBELL

UPDATE

Arthur will be released on the ST and PC over the next few months and will be identical to the Amiga.

AMIGA	£24.99
GRAPHICS	89%
SOUND	N/A
VALUE	91%
PLAYABILITY	95%

One of the best text-only adventures yet released - definitely one for traditional adventure fans to watch out for.

OVERALL 91%

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Mr Heli is available from all good software stores now. Commodore Amiga, Atari ST price £24.99, Commodore 64, Spectrum and Amstrad cassette price £9.99, Disk price £14.99.

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ADVEN

What should you do with the washing machine? Is Webba's map useful? What do you do when you're in Hades? All these questions and more are answered in this months fabulous adventure column. Take it away Keith Campbell...

THE STONE, THE BOULDER, THE CAVE, AND THE POOL

Lapis Philosophorum was never one of the world's most widely played adventures, but every now and again one of it's problems pops up in the Helpline mail, and this month brings a pig of a problem. Is there any adventurer out there who knows this game and could they tell Neal Pearson of Tokoroa in New Zealand, how to leave the city with some tools and a pig, without being beaten up by a bunch of drunken guards?

The Pawn is a great adventure, but some of its problems are a bit mind-boggling, with answers that are not at all obvious. Moving the boulder is a difficulty occurring early on, and not a lot of progress can be made until it is overcome. Again and again this problem crops up in Helpline letters, for although logical, the solution is fairly obscure. Individually, the rake and the hoe are not strong enough to move the boulder. Tie the rake to the hoe with your shirt or jeans, and use them together to lever the boulder out of the way.

How many people have come up against the spider blocking the entrance to a cave in King's Quest III? It's stopping Johan Molendijk of Brielle in The Netherlands from entering, just like it did to me! Who can help us enter, and also suggest a useful course of action in the shop and the pub?

Finn Rosenloev from Espergaerde in Denmark is playing Space Quest I. "When you reach the room after the sliding door opened by blocking the geyser, there is pool," explains Finn. "How do you enter it, and has it any use at all or is it just a joke?" he asks.

ROLE CALL

Infocom's Journey is a role playing game that initially plays as if it has few difficult puzzles. But it gets harder the further you get. "Journey is a game of great atmosphere and great text," writes Lior Meiry of Haifa in Israel. But Lior is completely lost in the maze that lies just in front of Astrix's tower. "How do you find your way through?" asks Lior, "Is Webba's map useful, or perhaps there is an alternative way to reach Astrix?"

Here's some help from Michael Howes who was stuck in Dungeonmaster a few months ago. "My bet is that Michael is stuck at the beginning of Level 6, in which case rock is not rock when it is a gem," writes John Yeates. John goes on to advise Michael that the door at the bottom of the stairs is almost certainly the one with the star shaped lock, leading to Firestaff, in which case he needs the RA key.

Recognise the name? If you've read C+VG for a number of years, you'll remember that John was once renowned in these pages as "the loony Pimaniac from Jersey". But John is not as stupid as he used to make out - he is just about to start his second year studying Computer Science at Sussex University. "Does anybody out there know where all the secret rooms are?" he asks. "There are loads of things like Speedbow and the special swords, but I can't find all of them."

PLAYED BUT NOT FORGOTTEN

Recently released Deja Vu II - Lost In Las Vegas, takes you

NTURE

through the further adventures of private eye Ace Harding. Waking up in a Las Vegas hotel bathroom with a chronic hangover, you vaguely remember being abducted from Chicago by two of Tony Malone's thugs. It seems he thinks you owe him over $100,000, a sum unaccounted for by Joey Siegel, the racketeer of whose murder you were acquitted in Deja Vu I. You'd better get that dough to Malone in one week, or it's "or else" for you.

The seven dollars in your pocket won't go far if you're planning a visit to the hotel's casino to get you out of trouble. Still, who knows, there may be ways and means of making it go a bit further...

Deja Vu II is the latest of Mindscape's icon-driven adventures. Almost the only words you have to type from the keyboard are ones you actually want to say to a character. Effectively the game is played entirely by mouse, dragging items from window to window to take or drop them, clicking on exits to open or pass through them, or selecting a verb from the word list provided and then clicking on an object to complete the command.

There's plenty of animation, particularly at the station. For example you'll see the whole train move away from the platform. If you have an ST you'll hear the steam engine puffing away after the guard has called "All Aboard", but not if you are playing the Amiga version, though, which is silent.

A slick private eye adventure that should prove every bit as popular as its forerunner, Deja Vu II is from Icom Simulations/Mindscape, and available for Atari ST, Amiga, PC, Apple II, and Macintosh, priced 24.99.

HOME GROWN

River Software is one of the home grown mail order software companies that has been keeping Spectrum adventure fans supplied with good quality low-priced titles for some time. Now branching into the 16-bit market, River has recently launched a trilogy of conversions for the ST, and I'll be taking a look at these next month. Meanwhile, Bounty Hunter is a brand new Spectrum text adventure just released.

Beaming down to the Sea Of Stones on the planet Karakara, your task is to destroy twenty two Viroids. Viroids are neuro-viral life forms developed by the War Federation, and these were in transit to Federation HQ when the cargo ship carrying them crashed on Karakara.

Equipped with a War Federation briefing and a map of the planet, both of which come with the package, you must seek out the Viroids and then use your Pulser to destroy them. The adventure map is very realistic, consisting of "fuzzy" locations that line up with general areas shown on the hard copy map, and defined in the game by on-screen coordinates.

These are displayed in a strip separating location details from text messages. The strip also shows the number of Viroids remaining, the number of teleport PACs you have left, and a range indicator that starts flashing as you get near a Viroid. When using a Pulser or a PAC, these statistics are ingeniously replaced by scrolling messages emanating from your WATCH (Wrist Analogue Teleport and Communications Hardware).

But the game isn't simply a matter of stumbling blindly around until you find a Viroid and then firing at it. Your equipment may indicate the presence of one in the area, but actually reaching it will inevitably require solving a number of typical adventure problems.

Bounty Hunter maintained my interest, and it's an original and well produced adventure. It is available for the Spectrum from River Software, 44 Hyde Place, Aylesham, near Canterbury, Kent CT3 3AL, priced 3.50

CLUES

A

POLICE QUEST II: To get Marie to leave, dial 0 on the phone, and ask for a taxi.
SPACE QUEST II: When on the ladder, put gem in mouth before continuing.
KING'S QUEST III: To open the cabinet, look on top of the closet in Manannan's bedroom.

ALL YOU NEED TO SOLVE...

MORTVILLE MANOR

With the help of Steven Sargeant

ATTIC: Search the top right drawer and get the wooden rod.
CRYPT: To enter the crypt put the ring in the hole on top of the Madonna's orb, and turn it. Search to find the wooden object (in the body)
DAGGER: Search the suitcase in Bob's room. It's the fourth door on the right from the landing.
ENDING: Put the wooden rod through the ball on top of the chest of drawers, and put the wooden object at the other end. Read what is revealed.
RING: Search the suitcase on top of the wardrobe in Cevas and Guy's room. It's the last door on the left from the landing.
SECRET PASSAGE: It's in the cellar. To get in put the dagger in the deep diamond shaped opening.

MOST OF YOUR TROUBLES ENDED IN...

ZORK 1

BASKET: Used to transport things into the room beyond the Tight Squeeze. Put required items in basket and lower it.
BAT: Take the garlic into the belfry with you.
BATTERIES: If these run low, use the Olympic torch.
BUOY: Take it from the river, and open it.
CANARY: Take it to the tree where you found the egg, and wind it up.
COFFIN: Can only be removed by praying at the altar.
CYCLOPS: Feed him the sandwiches, with a drink to follow.
EGG: Only the thief can open it. Give it to him, and kill him to get it back again.
FLOOD CONTROL DAM #3: Press the yellow button in the maintenance room, then turn the bolt on the control panel with the wrench.
HADES: Take bell, book, candles, and matches, to the gates. Ring the bell, light the candles, and read the book, to enter.
MAZE: Plot it by dropping a different object in each location to identify it. (See advice on mazes in this column).
PLATINUM BAR: Open the sluice gates until the reservoir is empty. Close them again and get the bar quickly.
RAINBOW: Wave the sceptre at either end of it.
RIVER TRAVEL: Inflate the pile of plastic with the pump.
ROPE: Tie it to the railing in the Dome Room, and drop it over the parapet.
SPADE: Use it in the sandy cave.
UNDERGROUND EMPIRE: To find the entrance, lift the rug in the living room. There are two exits, via the maze, or by praying at the altar.
WASHING MACHINE: Turn it on with the screwdriver after putting coal in it.

Z

THE ADVENTURE HELPLINE

You've spent good money on an adventure game, and you're thoroughly enjoying it, but now, only a short way into it, you've come up against a problem that is too baffling for you to solve. What can you do about it?

If you abandon the game, apart from the disappointment, it's probably 25 down the drain. But just because you can't solve it, doesn't mean others haven't, nor that you are not really up to playing it anyway. Different people are good and bad at different problems. So your other alternative is to seek help.

That is why we set up the Adventure Helpline back in 1983. We felt that a computer games magazine can offer its readers an invaluable service in this area, through the combined expertise and experience of both its writers and readers. Many software houses offer either a hint sheet service, or telephone helpline for their customers. However, Sod's Law says that the very problem you are stuck in will not be covered by the hint sheet, nor be known to the person who answers the phone.

Over the years, using a clues database written especially for the purpose, I have collected and collated over 2000 clues, which are augmented by thick files of maps, solutions, and hint sheets received from both software companies and C+VG readers. Write to me and you'll get a reply, even if it is to say that I can't help with your particular problem immediately. In this case I'll throw the problem out to the adventure fans who read this column. When I get an answer (and I usually get dozens!) I'll print it in the clues section.

OK, it may take a little while before you get the help you need, but the adventurer who seeks an instant answer to every problem that can't be solved within a couple of minutes, might just as well read a book! In fact, quite often adventurers solve their problems in the meantime. So much the better, for they will have gained more satisfaction in cracking the problem. But at least, having written in, you can be assured that help will be on the way eventually, and in the longer term, your game will not have been spoiled, nor your money wasted.

So drop me a line. Tell me where you're stuck, and help out with someone else's problem if you can. Or simply write to have a chat about the latest game you are playing. Just enclose an SAE to get a reply. Who knows, before long you might even see your name in print!

Send your stuff to Keith Campbell, Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU and I'll get back to you as soon as he can. By the way, DON'T phone the C+VG offices - write!

A POWERFUL PACK OF FOUR

BATMAN
THE CAPED CRUSADER
HA HA HA HA!
ocean

VOYAGER
ocean

LIGHT FORCE

IK+

ey called International Karate the greatest Karate beam 'em up yet' (Commodore User).

And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves including double head-kick and a spectacular backflip). Re-mixed music by ROB UBBARD. And balls!

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BATMAN – THE CAPED CRUSADER

D.C. Comics' famous super hero Batman breaks onto the micro screen in a Wham! POW! Arcade adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all ... the Penguin. Save some strength for the battles ahead with the dastardly Joker however, or you'll miss the thrilling climax!

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VOYAGER

In 1977 Voyager II was launched – inviting all life forms in the Universe to visit our planet. Get ready – company's coming. Luke Snayles – returning to Earth after completing a 50 year sentence of "investigative exploration" is not a man you'd wish to meet. After half a century of solitude, he's bored and hungry. On Earth the gate crashers are about to arrive – they are the ROXIZ, but Snayles has got other ideas – no-one, but NO-ONE is going to spoil his home-coming party!

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PLAY THE GAME MAKE THE PLANE

You've read the Bomber HIT! review... You've stuck our amazing free Bomber poster on the wall... Now enter the Bomber competition. Activision, in association with Revell, have got together an enormous 150 (yes, o-n-e h-u-n-d-r-e-d a-n-d f-i-f-t-y) prizes of brilliant model aeroplane kits to give away in this ginormous comp. The kits on offer are all planes from the game, including the Tomcat, Phantom and Tornado... So you could make up your own favourite plane - then go and fly it on-screen!

Right, here's the catch. Before you can do anything like win a plane, we want you to answer the following aeroplane questions. They're not that difficult, and you shouldn't even have to get a plane book out of the library...

1. WHICH COUNTRY MAKES MIG AEROPLANES?
2. DOES AN F-111 HAVE SWING WINGS?
3. WHAT IS A MAVERICK?

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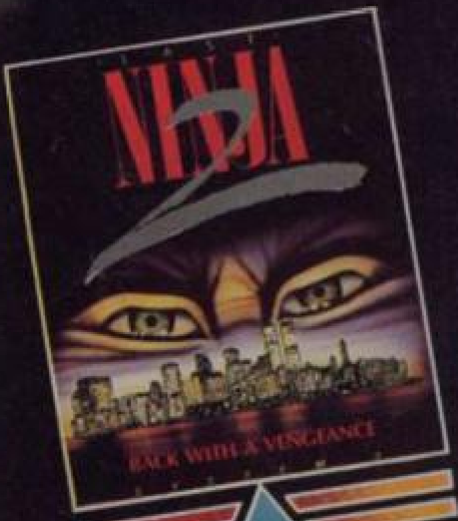

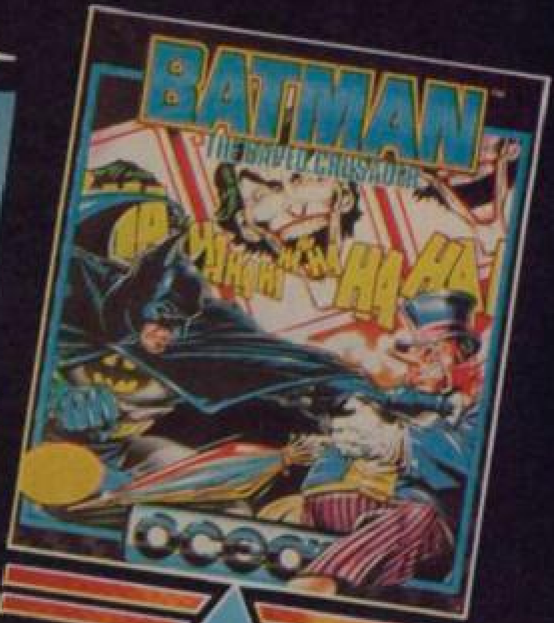

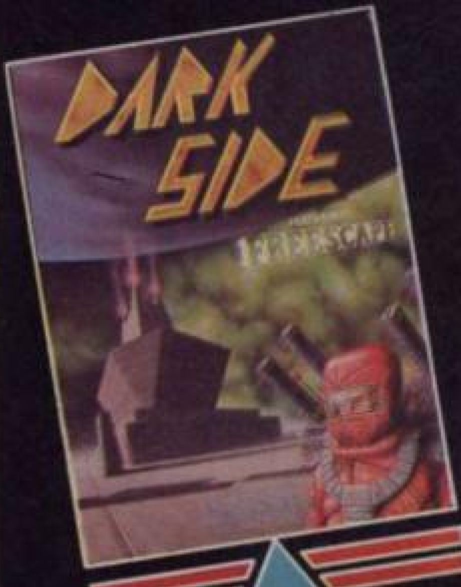

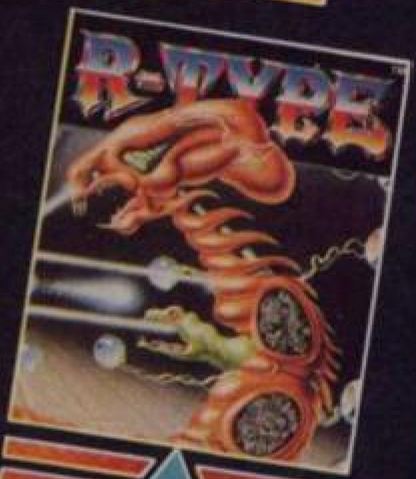

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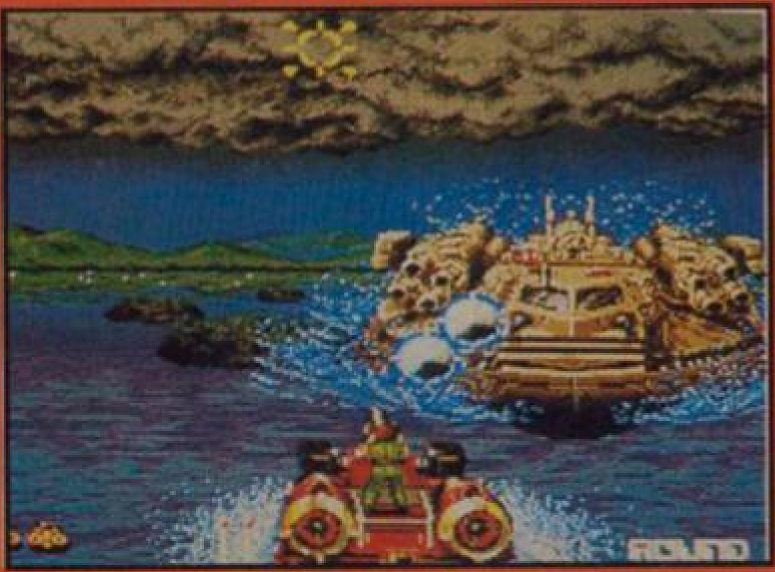
AQUATTACK

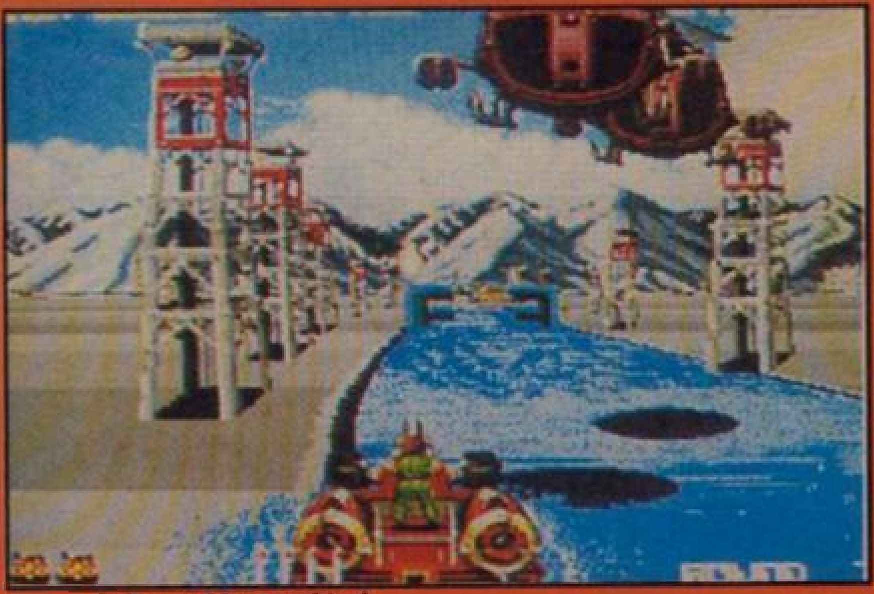
Fed up with all those driving simulations? Then why not take to the water in Taito's brand new power boat shoot 'em up?

Those familiar with games like Apache 3, Thunderblade and Chase HQ will instantly warm to this as they whizz down a river in a very powerful speed boat. A steering wheel controls the boat's movement, while buttons next to it make the boat hop out of the water (useful for dodging the deadly debris that floats in the water), launch homing missiles and fire the boat's machine guns.

Why do you need all this armament? Well, there are lots of enemy hovercraft on the water which are after your blood. And just to make things worse they've got backup support in the air in the form of squadrons of missile-firing helicopters...

▼ *Taking on the mighty hoverfortress.*





▲ *Buzzed by gunships!*

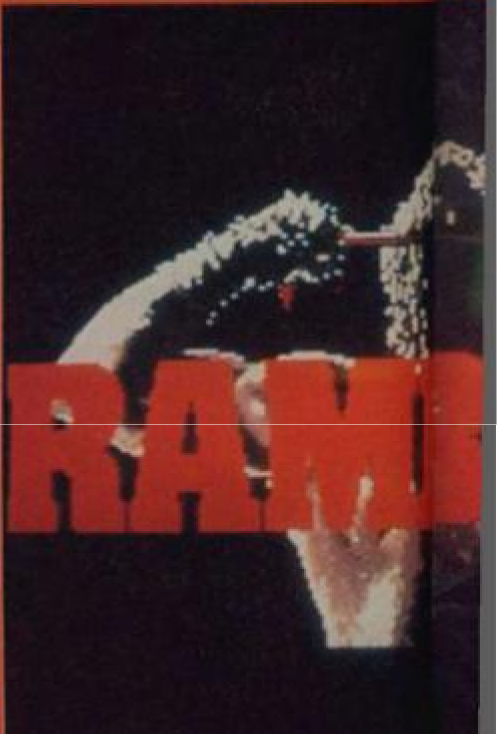
As you race down the river, you occasionally get to forks, one of which is chosen Outrun-style. At the end of each level (you've guessed it) is a big fat giant mothership which must be destroyed to go onto the next level. These aggressors range from huge hovercraft to giant helicopter gunships - it's kill or be killed.

Aquattack is an enjoyable and challenging shoot 'em up. The 3D graphics are slick and colourful, the sound is very impressive, and the action is varied enough to please both driving and shooting fans.

GRAPHICS	84%
SOUND	81%
VALUE	81%
PLAYABILITY	84%
OVERALL	83%

RAMBO

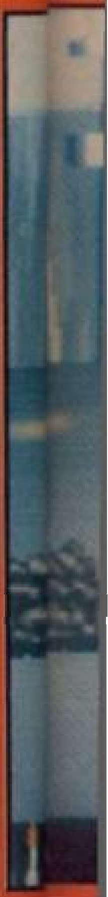
A new shoot 'em up out in the arcades is Rambo III, the coin-op of the rather unsuccessful film. As you can imagine, you play Rambo, and have to blow up as many people as possible - just like the movie!



▲ Don't push him!

The game uses a Cabal-type 3D viewpoint from behind the hero. Baddies on foot and in various military vehicles attack Rambo from all angles and attempt to wear down his energy bar, which results in the end of the game.

While the game doesn't score any marks for originality, the action is fast and frantic and it's very



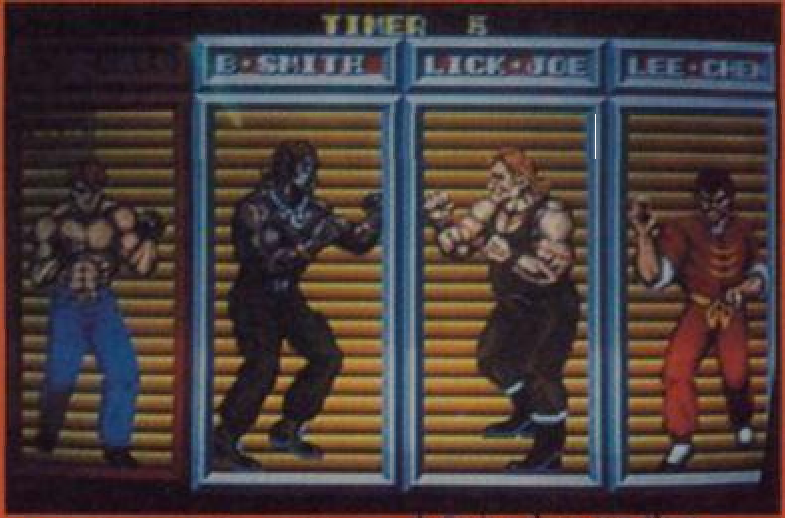
CONTINUOUS

▲ Eat nuclear arrow, punk!

playable. Try it out if you like Operation Wolf games - or as Rambo would say, "mmrgh fwrl wugglemrr brrr".

GRAPHICS	80%
SOUND	76%
VALUE	78%
PLAYABILITY	82%
OVERALL	82%

VIOLENCE FIGHT



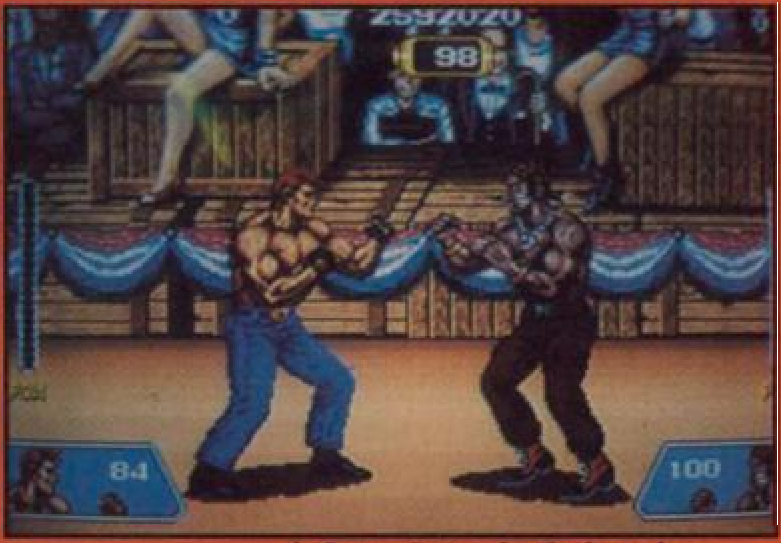
▲ Pick a thug, any thug.

If you fancy taking out a bit of aggression on a computer opponent, this is the place to do it. Featuring large characters, Violence Fight is a one-on-one beat 'em up in a very similar mould to Capcom's Street Fighter.

At the start of the game, one or two players select a character, and the action begins. There's a variety of moves made available to the players, with all manner of kicks and punches. The idea is simple - just wear down your opponent's energy meter before he wears down yours. Succeed and it's onto the next, more adept opponent. Fail and it's game over.

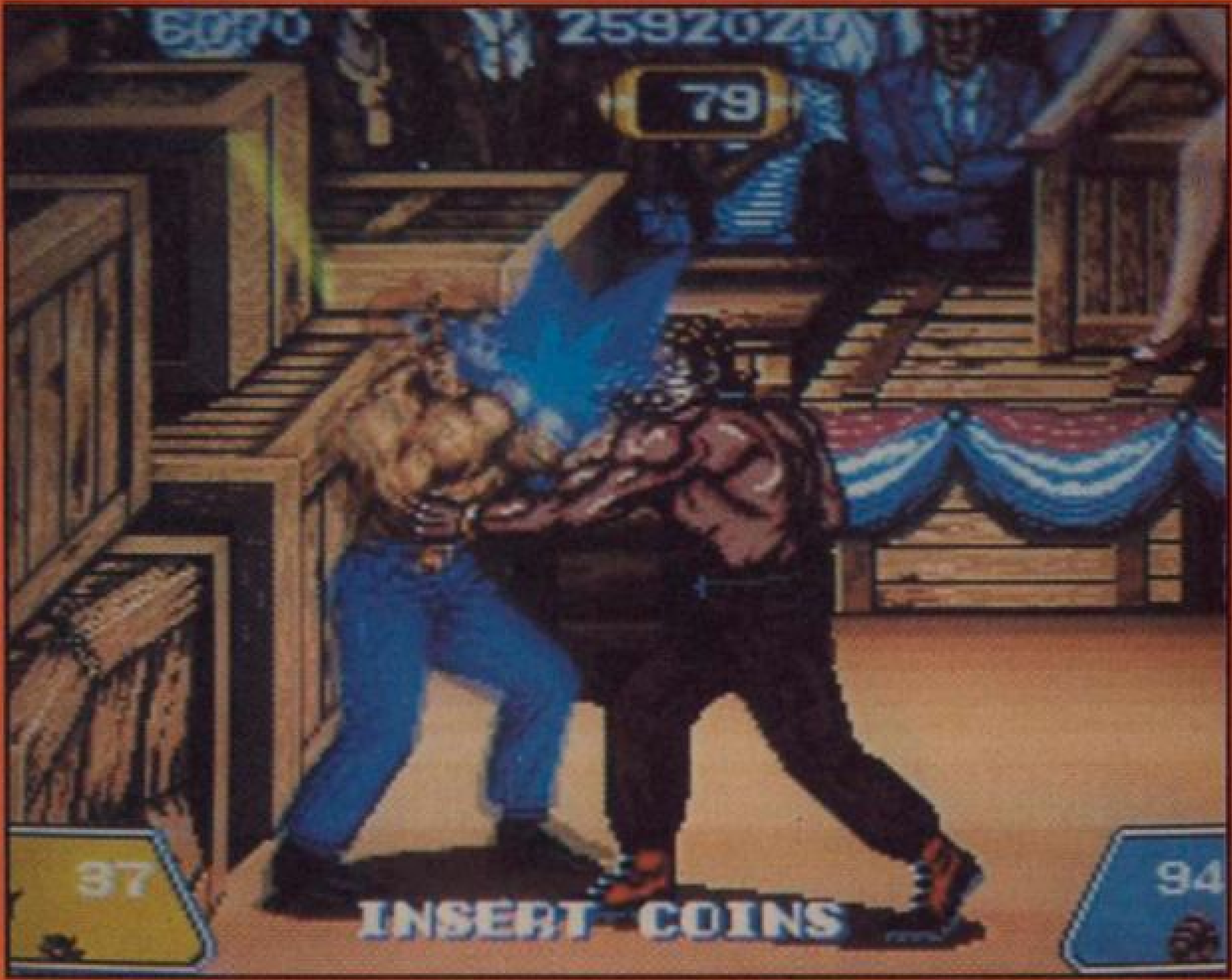
Violence Fight is a tough beat 'em up, but the neat animation and clever use of graphics results in a highly entertaining fighting game.

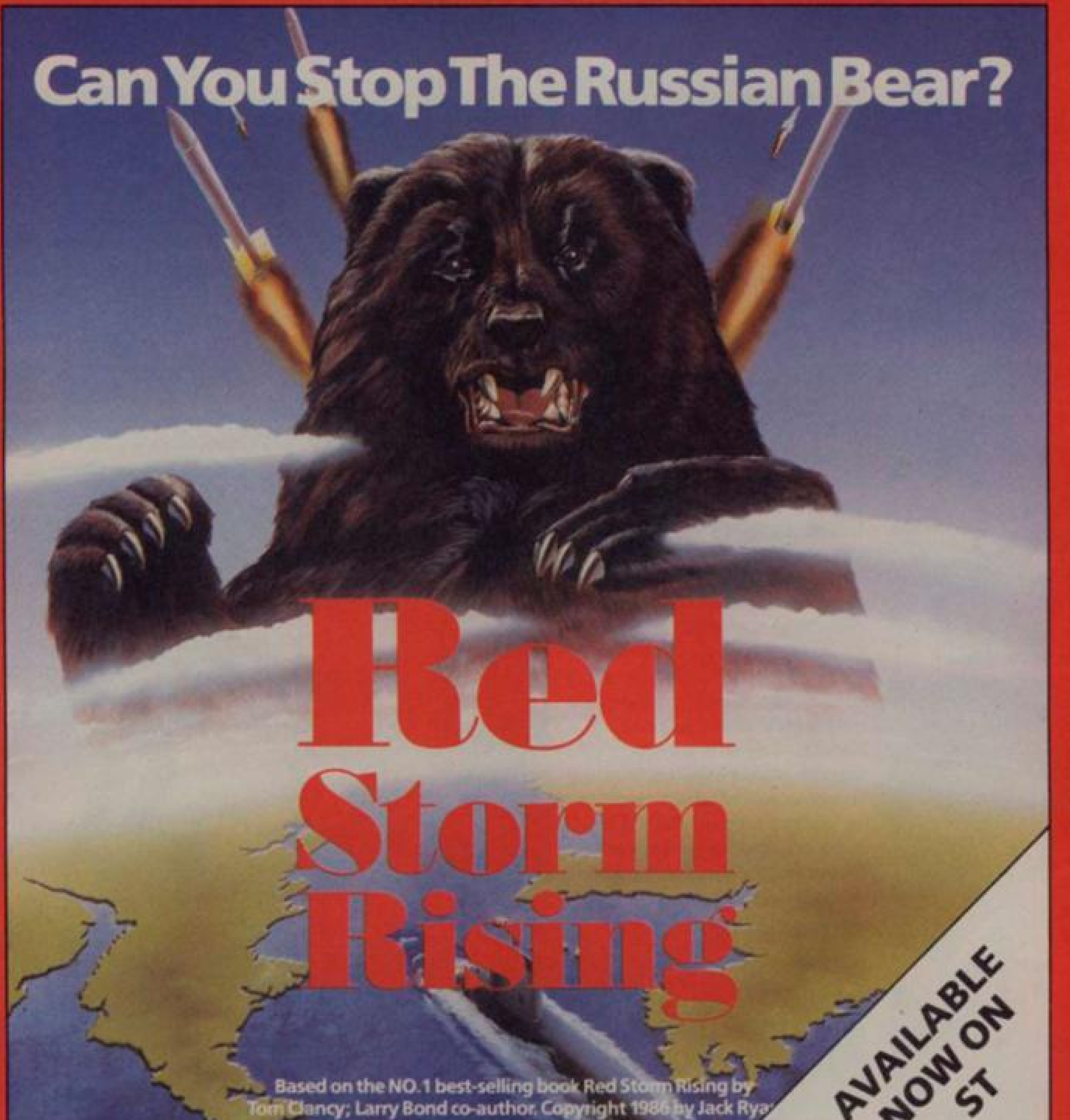
GRAPHICS	85%
SOUND	79%
VALUE	78%
PLAYABILITY	86%
OVERALL	82%



▲ Queensbury rules don't apply.

▼ Phwoar! Right in the mush!





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ACTION

RASTAN II

Taito's ever-popular hack 'n' slash merchant returns in this game of mythical monsters and loads of swordplay.

The gameplay is very much like its predecessor, with muscle-man Rastan strolling along the horizontally scrolling landscape brandishing his sword and swiping at everything that gets in his way. But unlike the original Rastan, two players can fight at once, the second person taking the role of Rastan's twin brother - which is great fun.

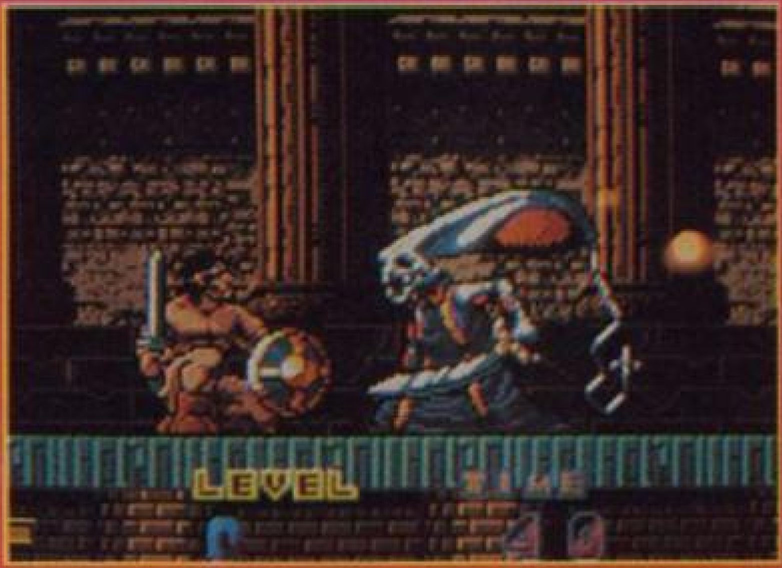
There are hordes of horrible creatures to slay, and the action gets pretty busy as you attempt to stop the evil monsters from wearing down your energy bar.

Both the graphics and sound are very high quality, and the gameplay, especially in two-player mode, is enjoyable and addictive enough to keep you reaching in your pocket for more coins.

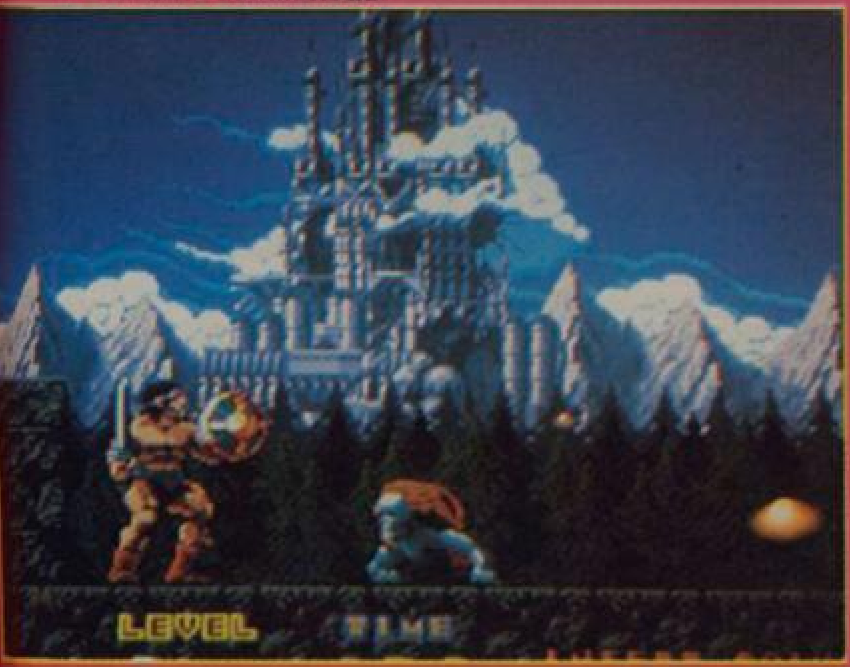
If you liked Rastan, don't miss this.

GRAPHICS	85%
SOUND	86%
VALUE	83%
PLAYABILITY	88%
OVERALL	87%

▼ *Facing a boney opponent.*

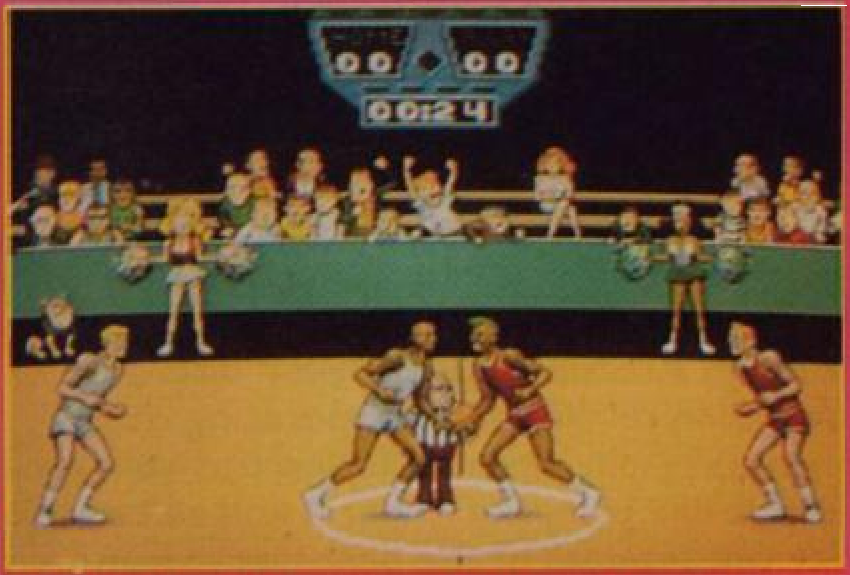


▼ *Rastan II - hackattack!*



ARCHRIVALS

▼ *Jump for it!*



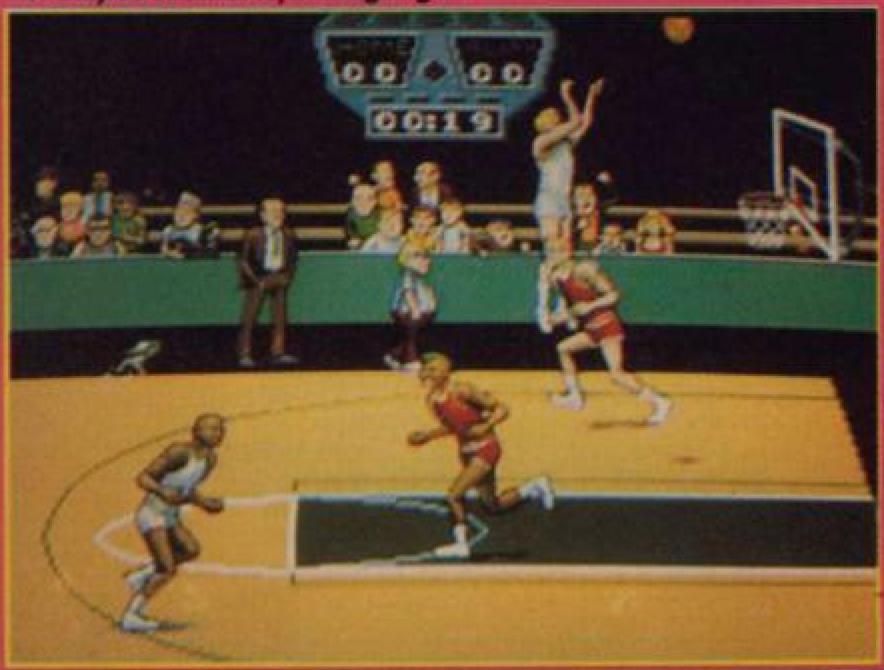
Bally have been very quiet lately, but they've returned with a brand new basketball game. Featuring big, nicely animated sprites, Arch Rivals lets you battle against a series of computer teams, or play against another player.

The gameplay is swift-paced, and the control method is easy to get used to, with an intelligent system used to pass and shoot the ball. Stringing together spectacular moves is very straightforward, and even novice players can soon play like the Harlem Globetrotters!

While basketball fans will doubtless go ape over this new coin-op, those less enamoured with the sport won't be so keen to part with their ten pences.

GRAPHICS	82%
SOUND	71%
VALUE	72%
PLAYABILITY	79%
OVERALL	76%

▼ *Only 19 seconds left! Is it going in?*



► ARCADE HIGHSCORES

Scores are pouring into the Official UK Arcade Highscore table, and records are tumbling all over the shop. If you're a hot arcade player, why not write in with your mega scores? The address is ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you've got any hot tips, send them in too - we'll be using them in a mega Arcade Action special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software for the senders of the best tips - so get writing. Send your stuff to ARCADE TIPS at the above address - and don't forget to say which computer you own.

E 1
TURTLE VILLAGE
CREDITS 5
PUSH 2P ST
2

11942
12,110,830 Colin McWhirter (CMC), Ballymena, N Ireland
AFTERBURNER
18,973,210 J Wallace (JAU), Staverly
ALIEN SYNDROME
843,010 Colin McWhirter, Ballymena, N Ireland
ALTERED BEAST
3,482,600 Ryan Humphreys, Durkar, Wakefield
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
43,634,590 Chris Ford, Lancing
CABAL
2,390,000 David Lashley (TUF), London
CHASE HQ
10,100,000 Russell Pickard (RUS), Bournemouth
CHELNOV
101,570 Alex Ware (AJW), Shenfield
DARIUS
4,293,600 Keith Bradley, Blackburn, Lancs
DOUBLE DRAGON
999,999 Colin McWhirter, Ballymena, N Ireland
DOUBLE DRAGON II
201,040 Colin McWhirter, Ballymena, N Ireland
FINAL BLOW
926,910 Ben Ware, Shenfield
FINAL ROUND
11,945,600 Tim Walker, Brighton
FLYING SHARK
2,310,100 Gavjn Davis (PFJ), Swansea
FORGOTTEN WORLDS
6,721,600 Gary Harrod (GAZ), Poole, Dorset
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,075,980 Alex Ware, Shenfield
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GHOULS 'N' GHOSTS
74,180 Alex Ware, Shenfield
GOLDEN AXE
225.0 Gary Harrod, Poole
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
IKARI WARRIORS
1,353,300 Martin Deem, Portsmouth
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem, Portsmouth
MAIN EVENT
5,486,800 Tim Walker, Brighton
NARC
3,360,050 Robin Levy (RJL), Exeter
NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
OPERATION WOLF
720,000 Ryan Humphreys, Durkar, Wakefield
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,011,310 J Wallace, Staverly
OUTRUN TURBO
1,971,570 Alex Ware, Shenfield
P-47
1,675,890 Chris Ford, Lancing, W Sussex
POW
233,720 Colin McWhirter, Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
1,554,700 Gary Harrod, Poole
QUARTET
8,576,750 James Washburn, Essex
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena, N Ireland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
4,931,400 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SHADOW WARRIORS
203,900 Gary Harrod, Poole, Dorset
SHAO-LIN'S ROAD
11,834,000 Firoz Rawat, Manchester
SHINOBI
397,370 Chris Ford, Lancing
SIDE ARMS
1,846,800 Mark Boreham (BAD), Sudbury, Suffolk
SILKWORM
716,500 Martin Deem, Portsmouth
SKY SOLDIERS
1,215,000 Gavin Davis, Swansea
SPLATTERHOUSE
341,100 Adrian Smart (AA), Hereford
STRIDER
227,300 Gary Harrod, Poole, Dorset
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
SUPERMAN
5,264,700 Gary Harrod, Poole, Dorset
TERRA FORCE
857,700 Shaun Osbourne (SFO), Ashford
TETRIS
172,600 Julian Rignall, Southend
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
THUNDERCROSS
8,004,720 Craig Ross, Falkirk, Stirlingshire
TOOBIN'
13,213,330 Martin Deem, Portsmouth
TRUXTON
1,883,090 Gary Harrod, Poole, Dorset
TWIN COBRA
2,221,680 Martin Deem, Portsmouth
VINDICATORS
619,100 Huo Li Lam (DRY), Leicester
VULCAN VENTURE
945,650 Colin McWhiter, Ballymena, N Ireland
WARDNER
12,025,275 Paul Stokes (PJ), Aberdare
WONDERBOY III 217,451 Julian Rignall, Southend
WINNING RUN
2:08:00" Julian Rignall, Southend

SCORE 4000
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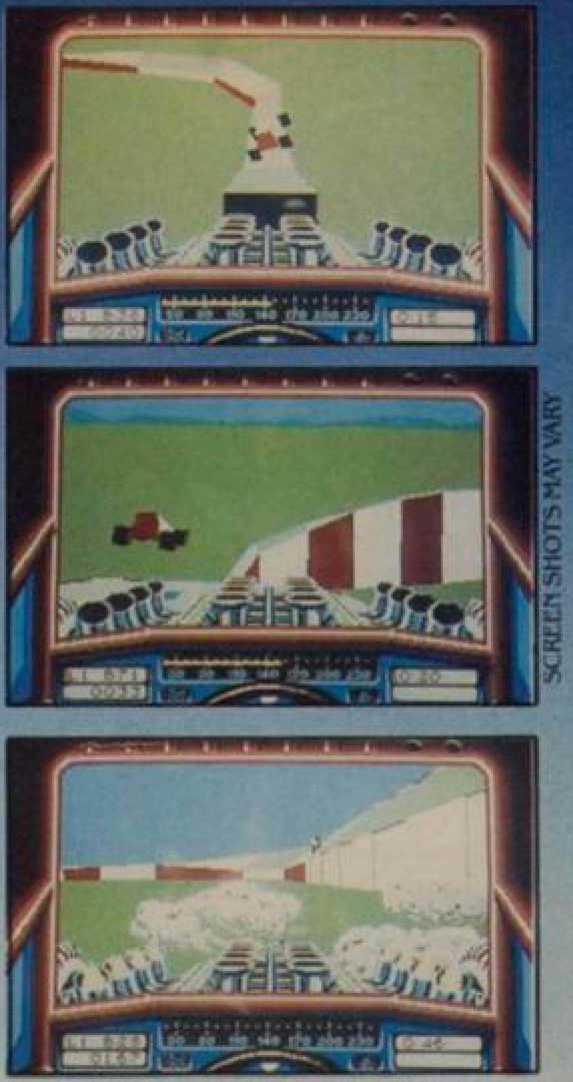
STUNT CAR RACER



Stunt Car Racer is available for ST, Amiga, PC, Spectrum and Commodore 64

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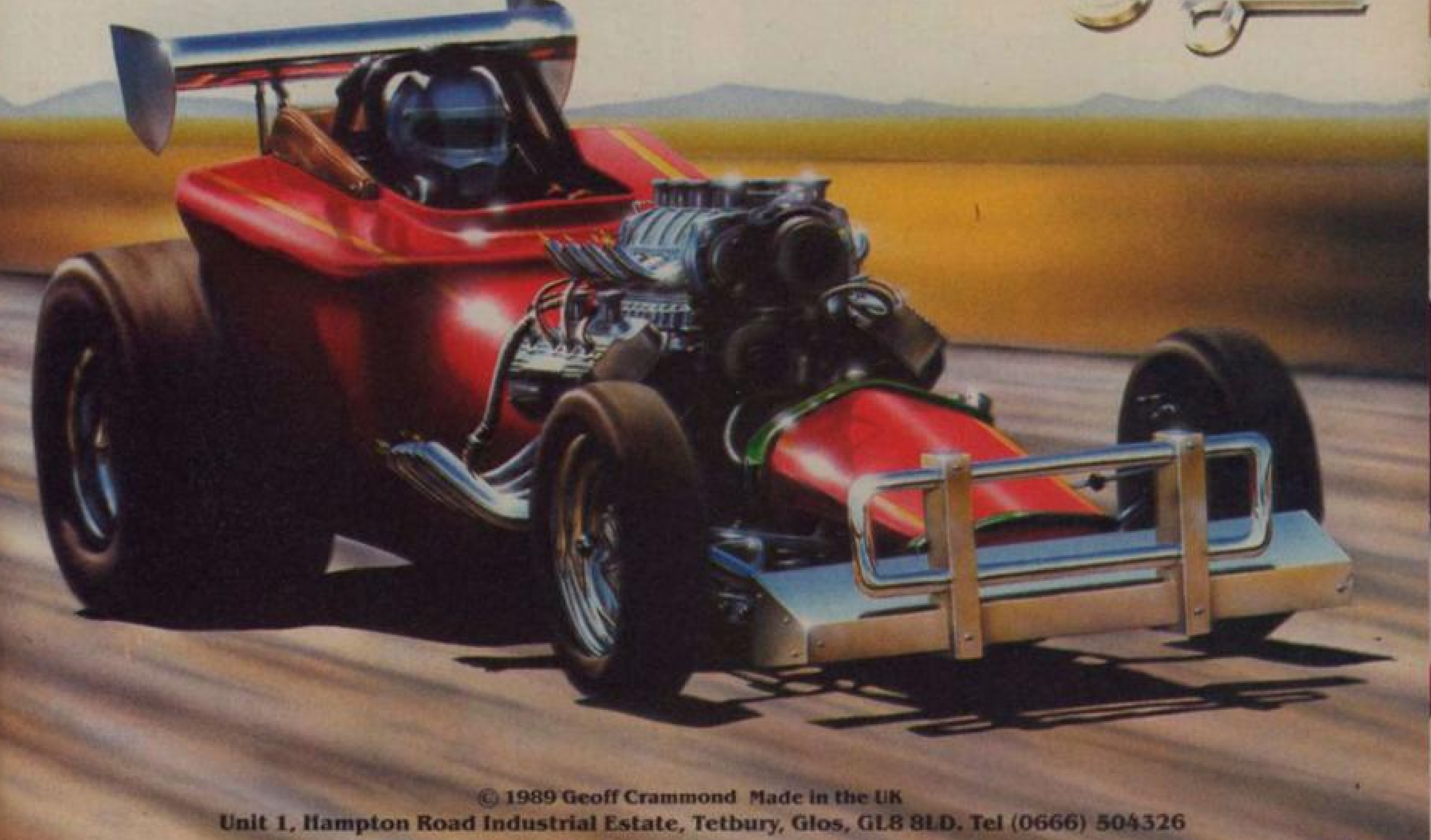
With a super-quick, turbo-charged V8 engine that will power you to incredible speeds, and long-travel suspension that enables you to soak up the bumps, your car really is an awesome projectile. The tracks are totally out of this world. Banked corners that enable you to 'pull g', undulating bumps that throw your car uncontrollably from side to side and huge ramps that catapult you into mid-air. In fact, you seem to spend so much time airborne, you could almost qualify for a pilot's licence!

Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game – it's all or nothing.

Stunt Car Racer – do you think you could be up there with the best?

Stunt Car is utterly brilliant and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months. C + VG.

MicroStyle



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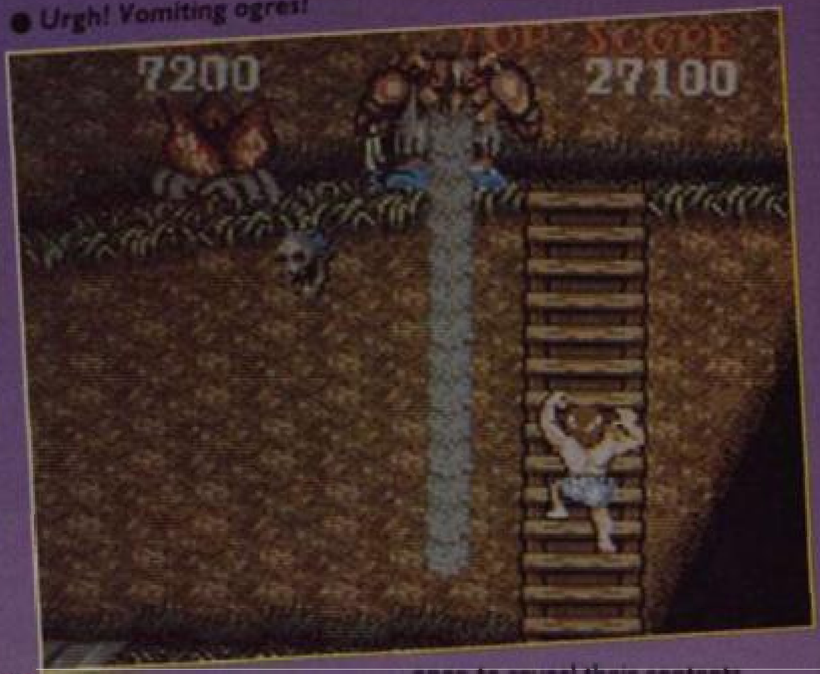
IN THE MOVIES

MEAN MACHINES

GHOULS 'N' GHOSTS

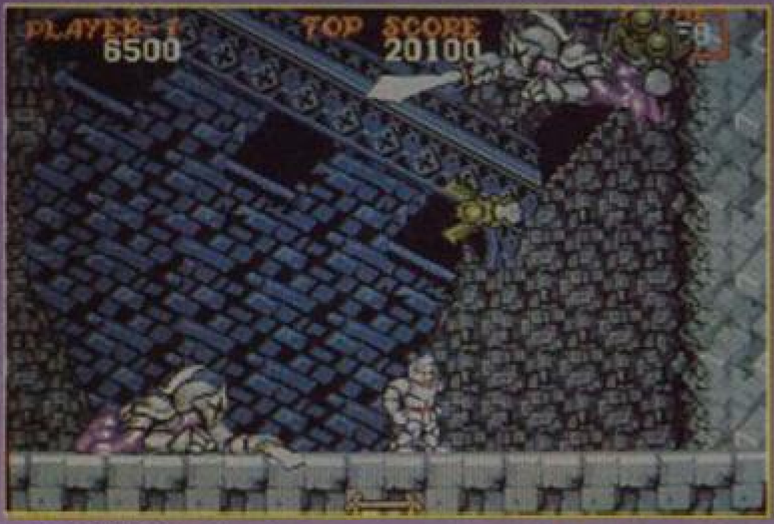
● *Urgh! Vomiting ogres!*



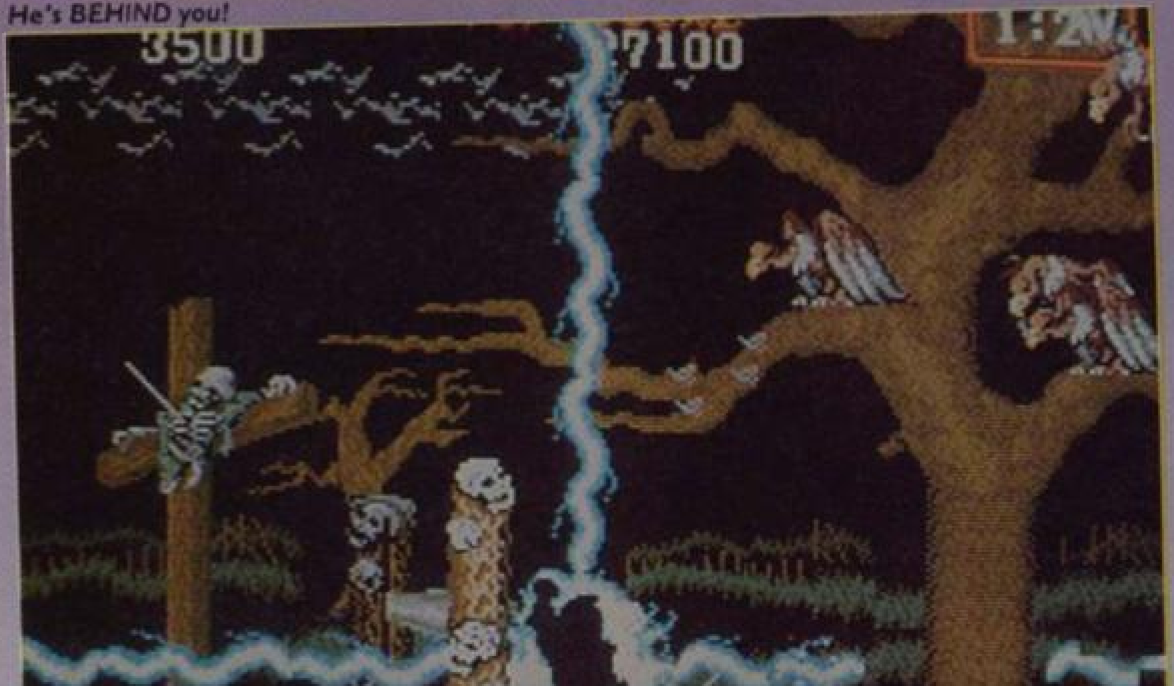
This is a conversion of a Capcom arcade hit from last year - the sequel to the classic *Ghosts 'n' Goblins*. As in its predecessor, the player in *Ghouls 'n' Ghosts* is cast as a knight on a quest through the spooky cohorts of the local demon, who has captured a princess. He's an athletic sort of chap, and even though he's wearing heavy plate armour he can run and jump like a frog on amphetamines. For protection, he keeps a magic weapon about his person at all times.

These weapons come in chests which have to be shot open to reveal their contents. They range from rapid-fire daggers, to razor-tipped throwing shields, but to add further to your arsenal, there's magic armour which lets you "power-up" and unleash mega-destructive spells.

Wicked sorcerers also like to hide in the chests, though, and if one is released he casts a spell which can change our hero into an arthritic old man or a duck



● *He's BEHIND you!*

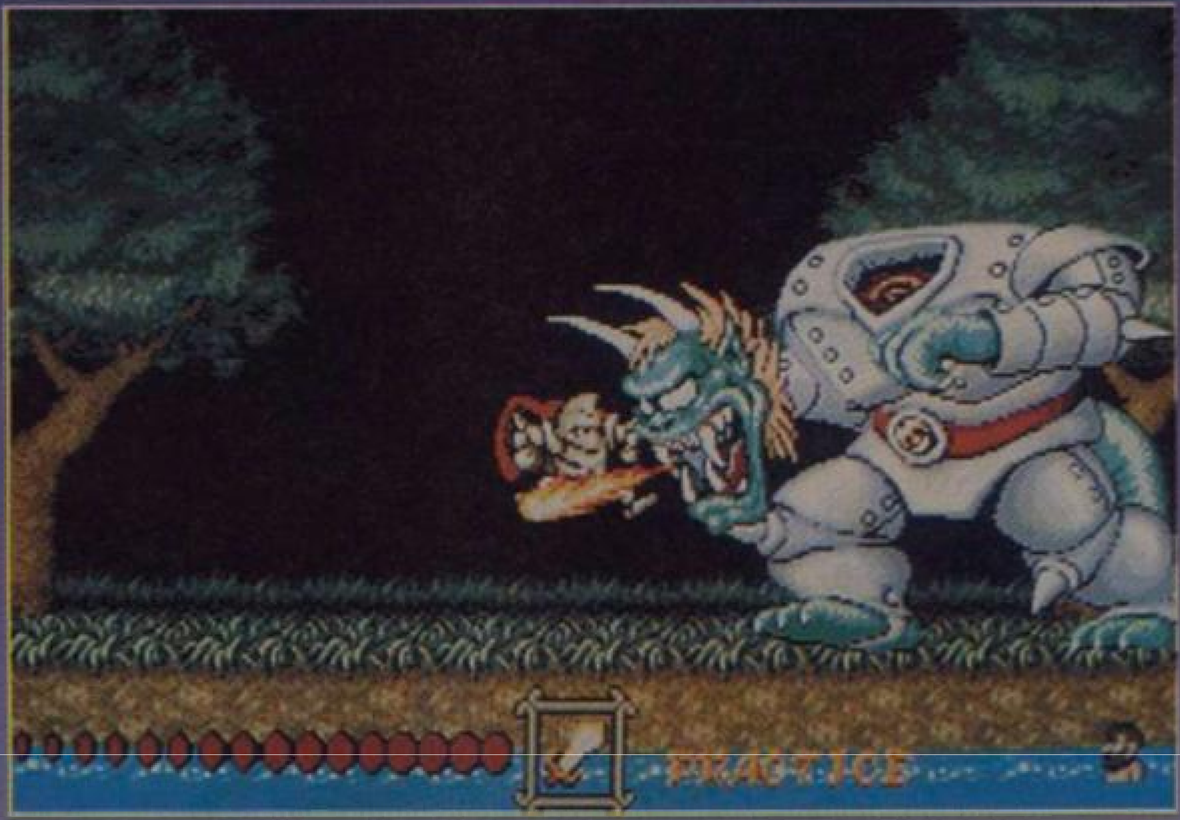


● *Power UP!*

● *Do those vultures know something d*

PLAYER-1
3000

C+VG HIT!



for a while.

The first part of his mission sees the knight crossing a scrolling graveyard, fighting against the wind in a stormy forest and then climbing a mountain, a trip which pits him against grim reapers, goo-vomiting ogres, groping tentacles and skull-spitting plants. If the knight runs into a baddie his armour is knocked off and he has to run around in his Y-fronts until he can pick up a new suit!

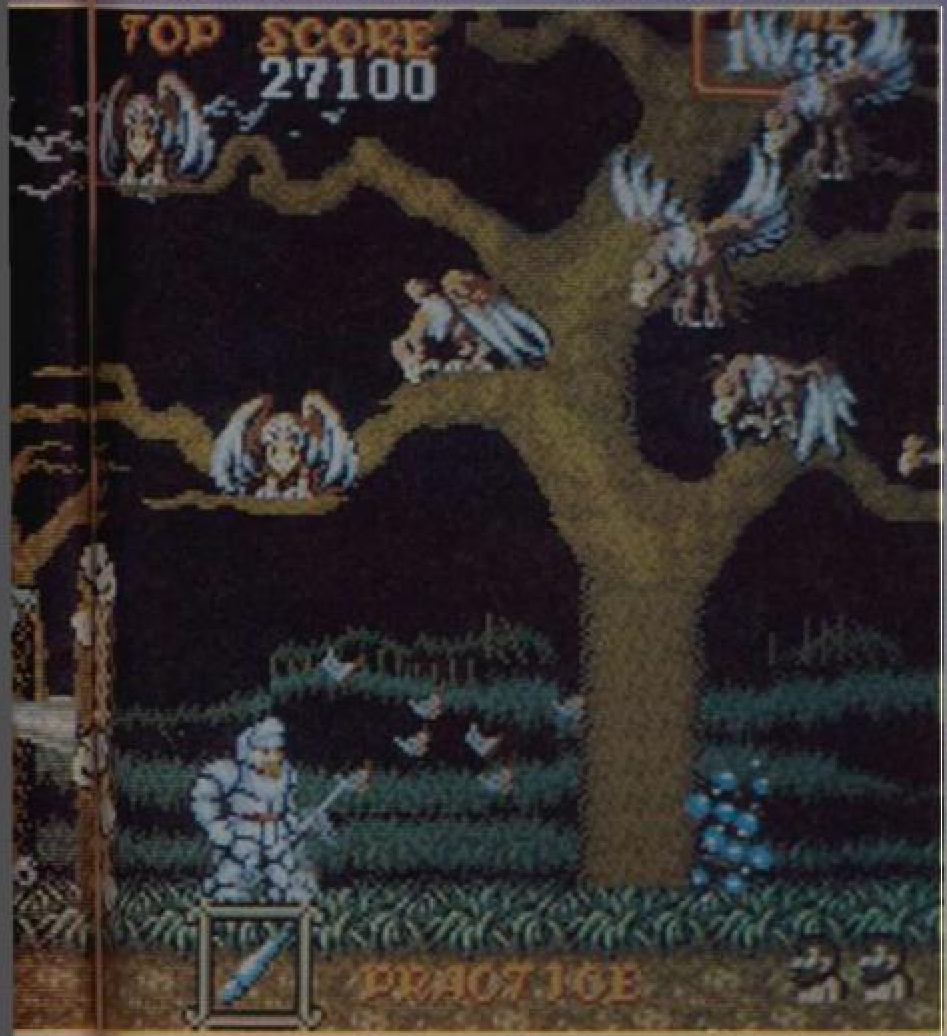
At the end of the first stage the knight has to fight a far-from-jolly green giant. If he can get past him his quest then takes him past windmills, across ropey rope bridges and shaking ground, over pits of flame, and up on a rising floor onto which crawl huge, legless knights.

That takes you as far as level three, but what is beyond that I cannot say because *Ghouls 'n' Ghosts* is a flipping hard game, about as tough as the coin-op in fact. The monsters are just so mean, and every time the knight gets killed, he's sent back half a level! But in spite of the difficulty, I find myself unable to leave this game alone. Because you have to be on your toes every picosecond, there's a real sense of challenge and you have just got to keep playing if only to see what the next bit looks like.

The graphics are arcade perfect, right from the scrolling scenery (check out the swaying trees, the flying leaves and the pouring rain in the forest on stage one), to the nasty ghoulies and end of level demi-demons. But even the graphics are surpassed by the eerie pipe organ music and stunning sound effects - they are simply incredible.

In the light of the first few Megadrive releases, I had some doubts about whether it would be a serious competitor for the PC Engine, but those doubts are now gone. *Ghouls 'n' Ghosts* might cost over forty quid, but since you're basically buying *exactly* the same game that's in the coin-op cabinet, I can't really call it expensive!

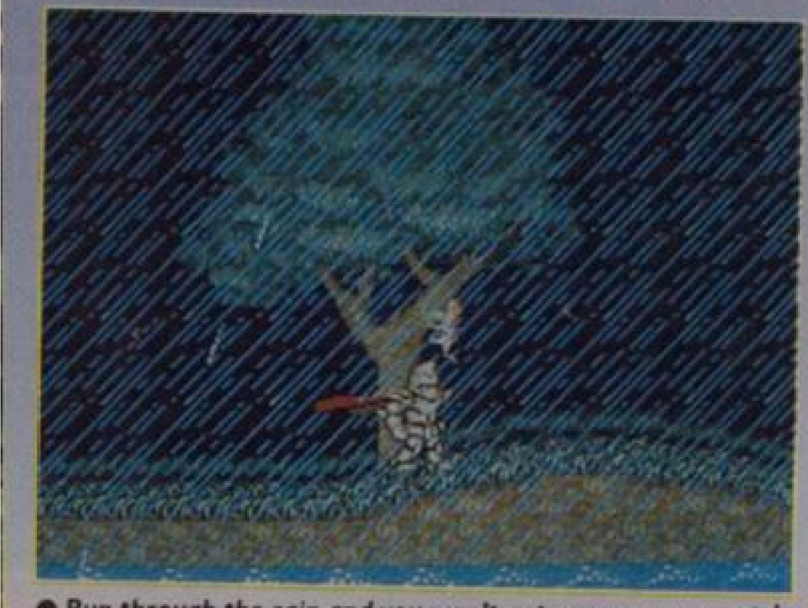
PAUL GLANCEY



SEGA	£41.90
GRAPHICS	87%
SOUND	95%
VALUE	87%
PLAYABILITY	91%

A perfect arcade conversion, undoubtedly the best 16 Bit Sega title yet. Let's hope this is the shape of things to come!

OVERALL	96%



● *Run through the rain and you won't get your armour rusty!*

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MEAN MACHINES

YAKSA

BY WOLF TEAM

Space Harrier* is the first thought that crosses your mind when you press the START button on Yaksa. Running over a stripy landscape, blasting monsters that zoom at you from the horizon - all familiar stuff. Or so I thought...

The star of this show is the eponymous Yaksa, a Japanese Hippy swordsman with the widest pair of bell-bottoms in the province. He can run and leap into, and even out of the screen as he takes on the encroaching hordes of Napalm Ninjas, disembodied Samurai heads, skeletons with sabres, fireballs and winged demons.

The sword is a pretty inadequate weapon because it's only effective when monsters are very close. Fortunately, littering the landscape are stone idols which yield magical weapons and abilities, such as multi-way fireballs and super leaps when Yaksa runs into them. The effectiveness of each weapon depends on Yaksa's power level, shown as a bar which shrinks as he runs into hostile fire.

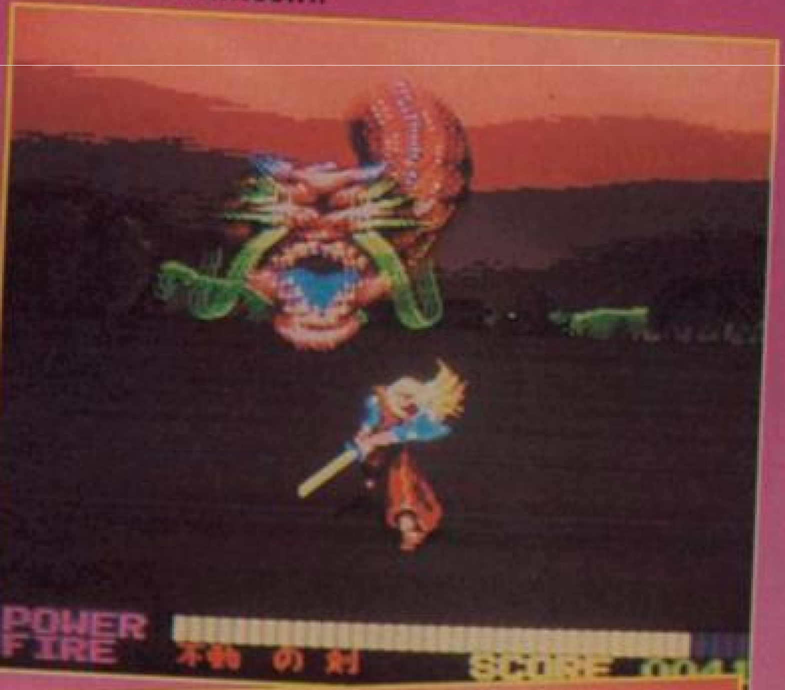
At the end of each stage, there's a boss monster, for which Yaksa needs all the extra firepower he can muster. At the end of level one, he has to fight a fire-spitting dragon for a good couple of minutes - and that's if he's got four-way fireballs! If he's only carrying his sword, forget it. Level two's main monster is a comparatively easy tentacled blob, but after leaping along level three's mid-air causeway, you have to take on a pair of giant crabs which are even tougher than the dragon!

The monsters, both large and small are nicely drawn, but the way they're animated is not so good. Most don't have more than a couple of frames of animation, and only the Yaksa sprite moves around the screen with any semblance of smoothness. To keep the speed of the game up, everything else jerks around the screen so badly that it is difficult to work out where the hell anything is meant to be in time for you to shoot it. Ruining the visual impression (not to mention the gameplay) even further is the very ropey 3D display system, which gives apparently stationary objects like the idols a life of their own. Jumping from platform to platform in level three is a nightmare, because you're often unsure where the next platform is supposed to be!

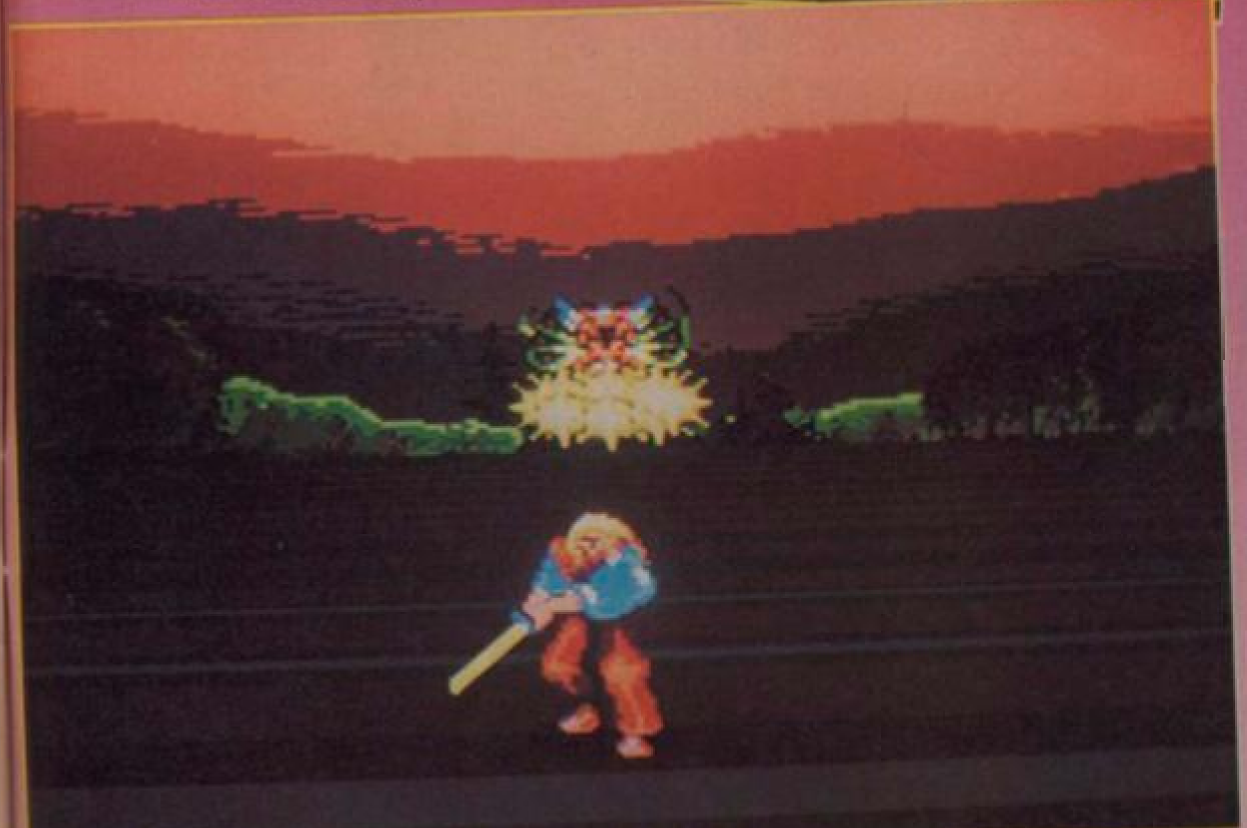
Yaksa has a few redeeming features, such as the level password system and the short-lived soundtracks. But with the odds so heavily stacked against it, not even these can save Yaksa from the kind of mediocrity we don't usually associate with PC Engine games.

PAUL GLANCEY

▼ *RUN AWAAAY!!*



▲ *Meet the fire-gobbing demons.*

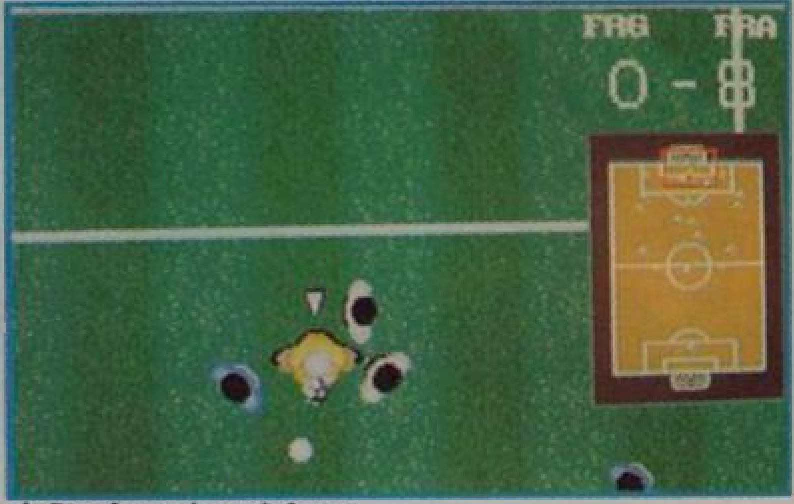

▲ *Eek! Here comes the dragon!*

PC ENGINE £29.90	
GRAPHICS	49%
SOUND	65%
VALUE	53%
PLAYABILITY	57%

Awful, confusing 3D graphics kill the gameplay of what could have been an interesting improvement on the Space Harrier theme.

OVERALL 56%

MEAN MACHINES



▲ *Bit of a goalmouth fracas.*

WORLD CUP SOCCER

Football fans will rejoice when they hear that there's now a soccer game on the Megadrive. World Cup Soccer (for that is its name) lets you (and a friend if you've got two controllers) play your own World Cup tournaments or friendlies with other teams from around the world.

Options at the start let you choose a one or two-player game or a World Cup tournament. The tournament is basically a simulation of a real World Cup, with the player's team having to play against computer teams in group, quarter and semi-final matches to get to the final itself (but that's only if you come first or second in your group).

Before a match begins you first choose a team by pointing a cursor at a map of the world. Each country has a rating - Brazil is one of the best, while Japan and China aren't much cop. Once you've chosen your country you can pick a team from a series of menus showing goalies, attackers, defenders and midfielders.

If you're playing a World Cup tournament, the team groups are randomly selected before play begins - if it's a friendly, play starts straight away.

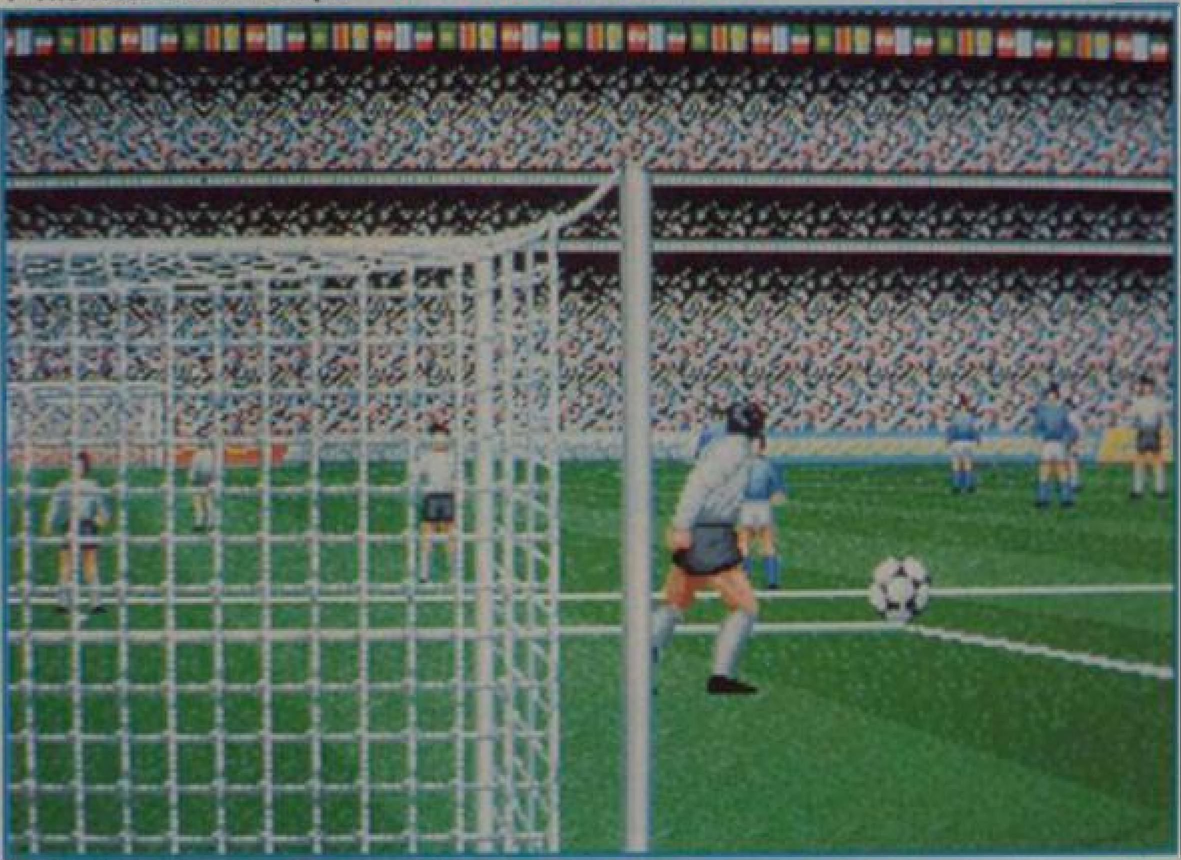
The game uses an overhead viewpoint most of the time, but for penalties, corners and goal kicks a 3D view is used. The control system is intelligent, with all three joypad buttons used to give shots at goal, high kicks and short kicks. Players can also volley, head and do overhead kicks! This might sound complicated, but it doesn't take long to get used to it.

The action is fast and furious, and the ball spangs around the screen at very high speed. In fact it almost seems too fast at first, but the speed makes the gameplay more exciting - you've always got to be on your toes, and there's never any time to hang about.

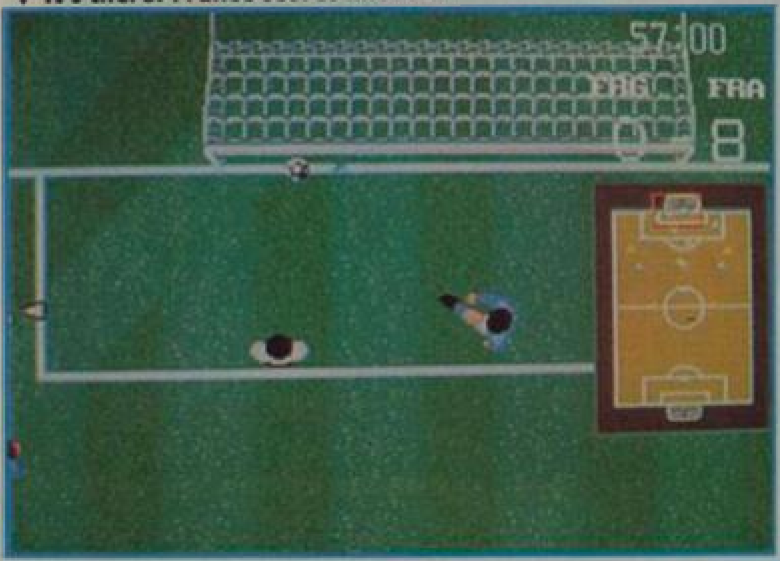
The computer opponents range from fairly hard to mega tough - you're not going to win the World Cup overnight, that's for sure. The sheer amount of options, and the random World Cup (just hope you don't get put in the same group as Brazil and Argentina) result in a game that football fans won't get bored of for a long time.

JULIAN RIGNALL

▼ *The West German 'keeper*



▼ *It's there! France scores another!*



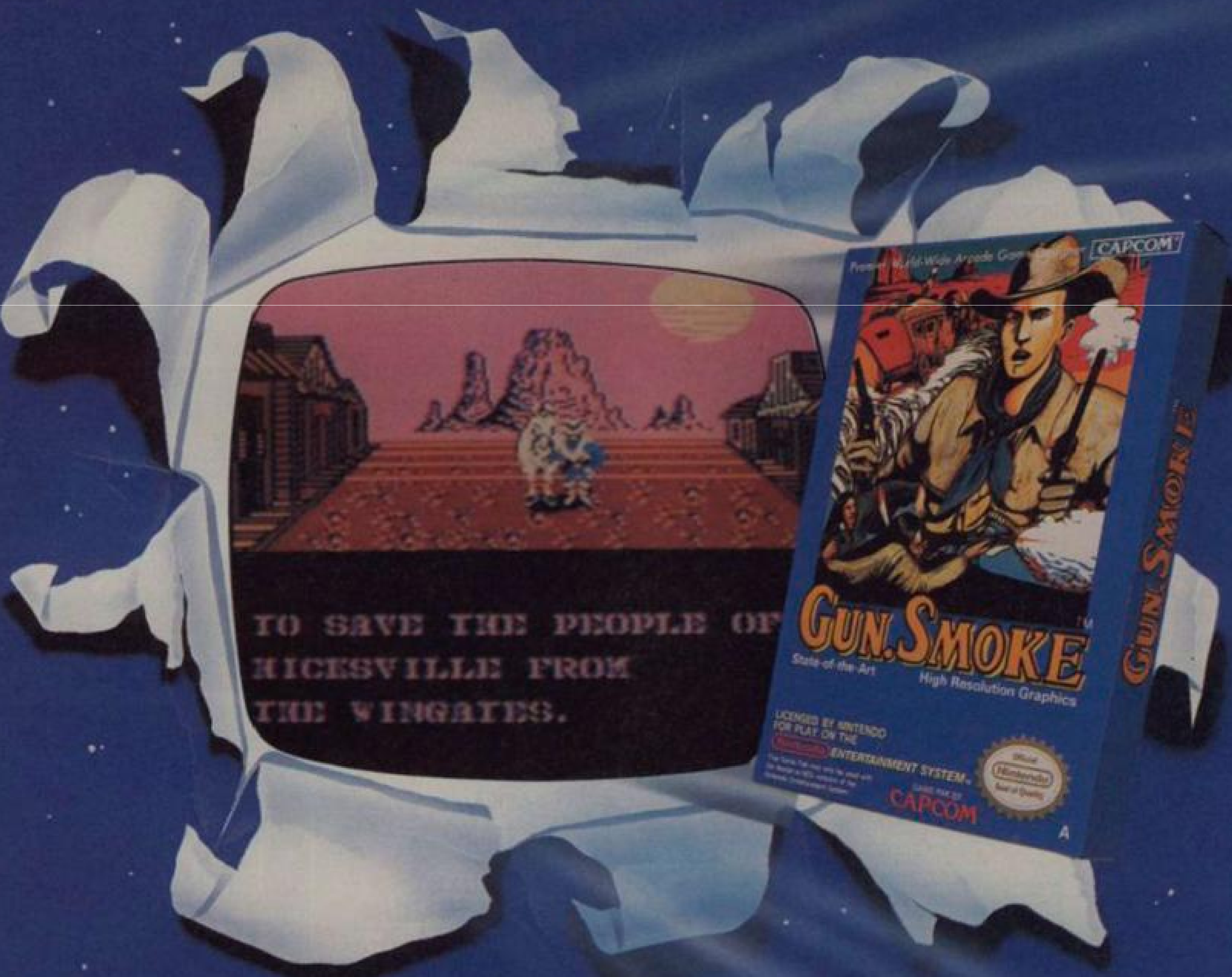
SEGA	£31.90
GRAPHICS	81%
SOUND	82%
VALUE	79%
PLAYABILITY	85%

Loads of options, slick graphics and oodles of playability make this a very high quality football game which Megadrive owners shouldn't miss.

OVERALL 83%

Nintendo

Now You're Playing With Power℠


TO SAVE THE PEOPLE OF
HICESVILLE FROM
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CAPCOM
GUN.SMOKE
State-of-the-Art
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"WHEN A MAN'S GOTTA DO WHAT A MAN'S GOTTA DO… GUN.SMOKE!"

The gold rush is in full swing and a small mining town is enjoying its new-found wealth. But the town and its people are under threat from a gang of cruel and ruthless bandits. You and sharpshooting Billy Bob challenge the murderous thieves in gun-slinging duels. Hit the right target and you unleash a torrent of extra firepower. Use your skill and speed to rid the town of its merciless desperados. Play Gun. Smoke and you'll know why the West was wild.

LOOK FOR THIS AND OTHER NEW GAME PAKS AT YOUR LOCAL INDEPENDENT NINTENDO STOCKIST.

Nintendo

BATMAN
OCEAN

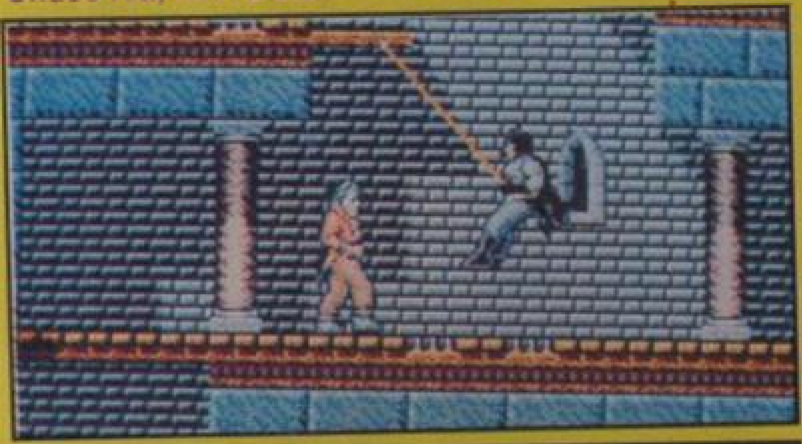
The Spectrum and Commodore versions of this film tie-in were reviewed at the beginning of this issue - but how are the ST and Amiga versions coming along?

Well, both feature five levels of action, and have similar platform-style scenes to the Spectrum and Commodore versions, but the Batmobile and Batwing sections have been specially improved to utilise the ST and Amiga's superior processing power.

The Batmobile section is now like a mini Chase HQ, with a stunning 3D view used as the amazing Bat-vehicle zooms down the streets of Gotham city, while the Batwing level is very reminiscent of Afterburner as the craft flies low over the carnival floats severing balloons filled with nerve gas.

Batman looks like it'll cause a major sensation when it's released on the ST and Amiga - if you're a Batfan who owns either of these machines, make sure you get hold of a copy!

RELEASED: SPECTRUM AMSTRAD C64 OUT NOW AMIGA ST OCT PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99



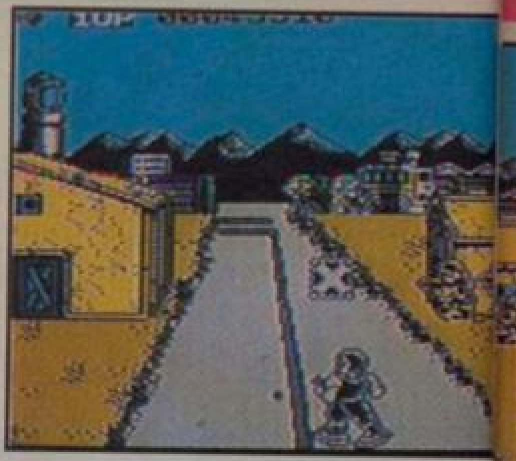
CABAL
OCEAN

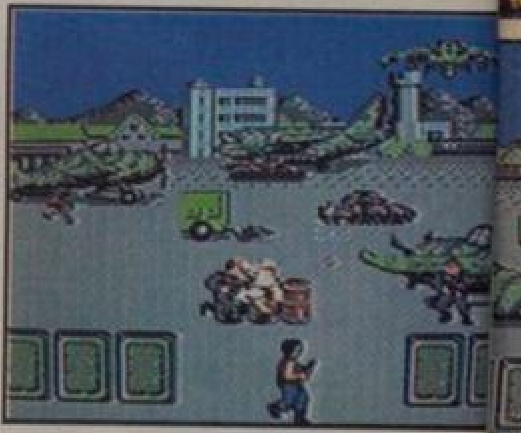
Last month we printed a picture of the ST version of Cabal, which is coming along very nicely. Now we've managed to track down screen shots of both the Spectrum and C64 versions, and as you can see for yourselves, they're looking like they're going to be very good copies of the arcade game.

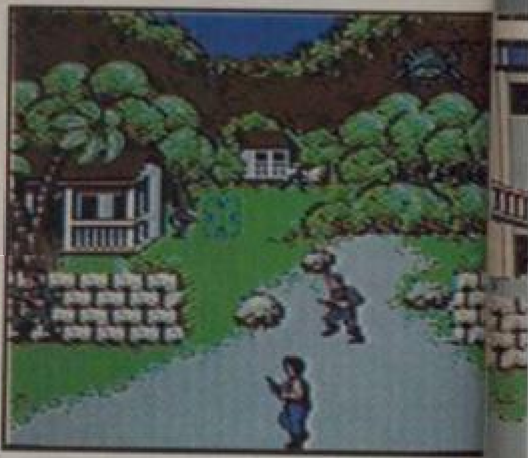
If you didn't see last month's issue, you won't know that Cabal is a shoot 'em up in which one or two commandos take on an entire army over a variety of 3D scenes. The action is fast and furious, and there's loads to shoot and even more things to avoid!

There'll be a review of Cabal next issue - keep your eyes peeled.

RELEASED: ST AMIGA SPECTRUM AMSTRAD C64 OCT PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99

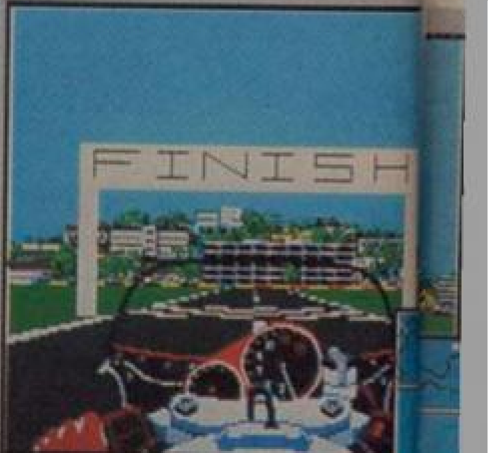






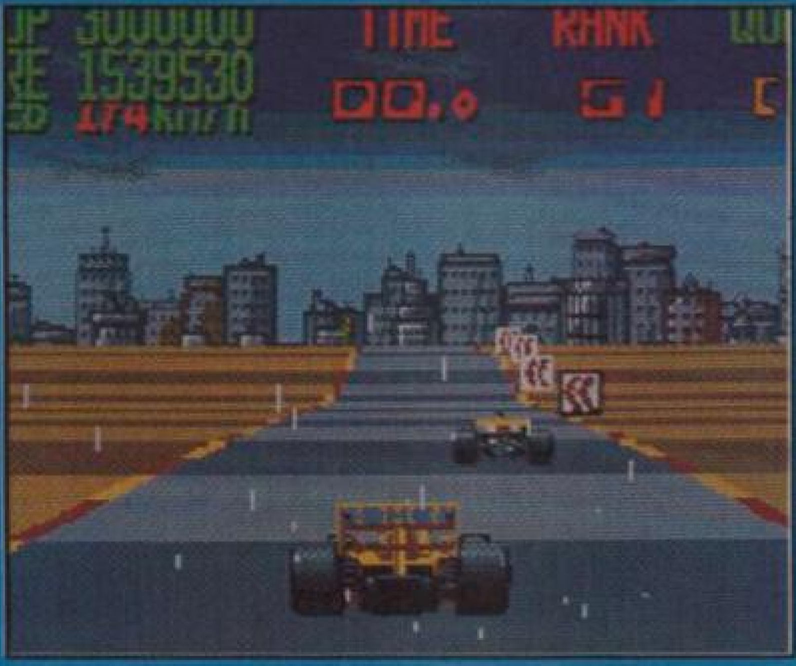
THE CYCLES
ACCOLADE

From the makers of Grand Prix Circuit and the Test Drive duo comes a two-wheeled road-racer. The Cycles gives you an unusual over-the-handlebars view of fifteen (count 'em!) celebrated cosmopolitan circuits in such exotic locations as Japan, Canada, Monaco and even good old Blighty. Other options include the ability to race at five different skill levels and in three different classes - 125cc, 250cc, and 500cc. Looks exciting, but we find that Accolade driving games always seem to be a little on the slow side. Will Cycles be different?



CONTINENTAL CIRCUS

VIRGIN



Virgin/Mastertronic's conversion of this great arcade driving game looking almost identical to the coin-op - just check out this ST screen shot pictured here.

The original arcade game featured real 3D graphics (of the movie kind), but the programmers have sensibly decided not to incorporate this in the conversions, and instead concentrate on producing as accurate a copy of the machine as possible.

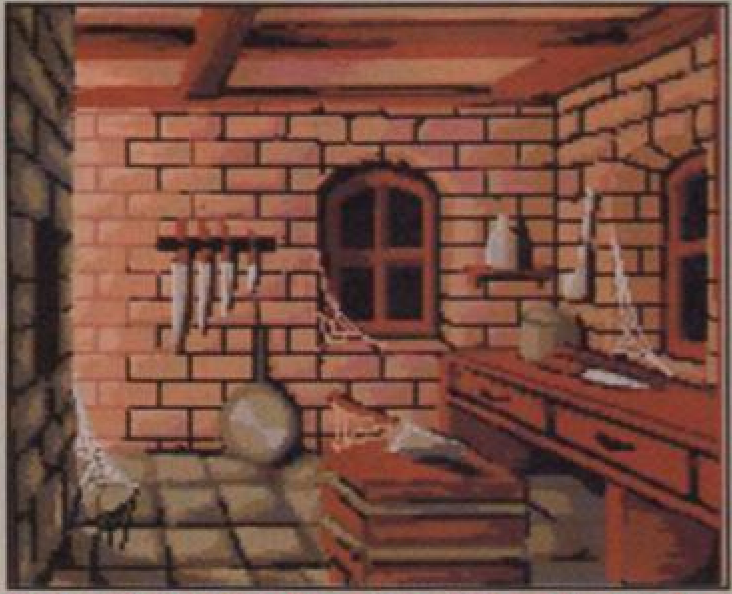
There are ten different tracks in all, and the conversion includes the pit stops and identical game-mechanics to the original machine.

Continental Circus will be reviewed next issue - watch out for it.

RELEASED: SPECTRUM AMSTRAD C64 ST AMIGA OCT
PRICES: SPEC/AMS/C64 £9.99 ST £19.99 AMIGA £24.99

OOZE

DRAGONWARE



Hot from the keyboards of Italian programming house, Dragonware, comes a graphic adventure in a Magnetic Scrolls sort of vein. Ooze is the story of Ham Burger and his uncle Cheez (har har!).

Carfax Abbey, in rue Morgue 666 is infested by ghosts. Unlike ordinary spectres, this lot have a problem; they're haunted by the sort of baddie that would make Hellraiser look as soft as a jelly baby - none other than the terrible Ooze. Apparently all Ham needs to survive is courage, luck and a good sense of humour. Look out for Keith Campbell's review next issue.

RELEASE: AMIGA ST PC ARCHIMEDES OUT NOW
PRICE: £24.95

WANTED

SEGA

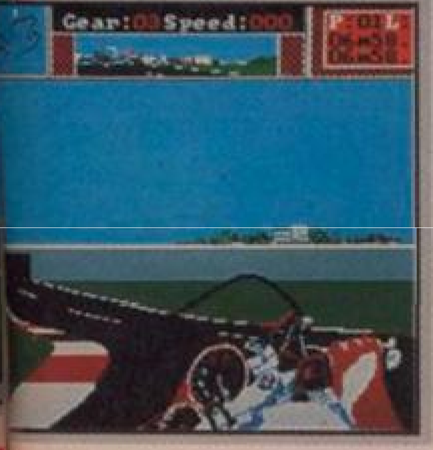
Hooo-weee! A darn new Sega title being released next month is Wanted, a shoot 'em up set in the rootin' tootin' wild west. The player takes the role of the tin star-wearin' sheriff, and the object is simply to rid the town of an evil gang of nasty critturs who've been whoopin' it up an' scarin' the population!

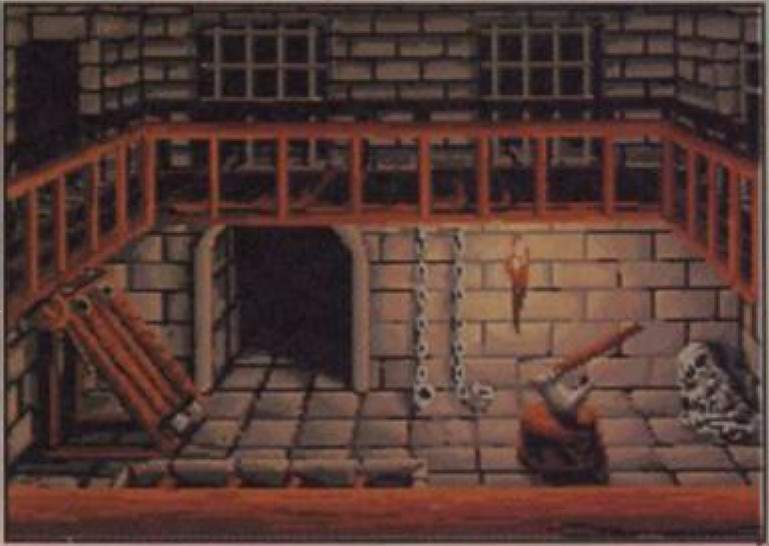
Sure sounds like a whole heap o' fun, and the reviewers are dustin' down their britches in readiness to give it a full review next month!

RELEASED: SEGA NOV PRICE: SEGA £24.95

Find out in the review which should grace these pages very soon.

RELEASE: PC NOVEMBER C64 AMIGA ST DECEMBER
PRICE: PC ST AMIGA £24.99 C64 £9.99



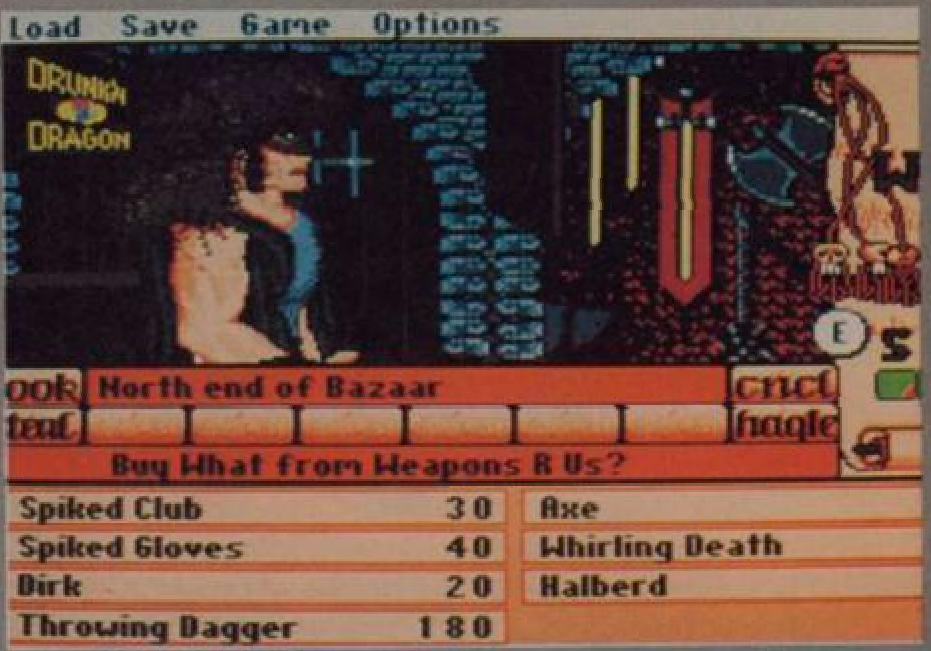


KEEF THE THIEF
ELECTRONIC ARTS

When he was nothing but a smelly baby in swaddling clothes, Keef was abandoned outside the Temple of Mem in the hope that he might learn its ways of battle and magic - but the only thing he learned was how to become a thief. Now he's heard rumours that the sacred pieces of a magic statue are hidden somewhere in the city. If he manages to find them all, he reckons, he'll be able to set himself up as the new God King!

Keef the Thief is a role-playing adventure, but there's no need for any typing in - all commands are icon driven and there's even an arcade-style combat section.

RELEASE: AMIGA PC OCTOBER
PRICE: £24.99



North end of Bazaar

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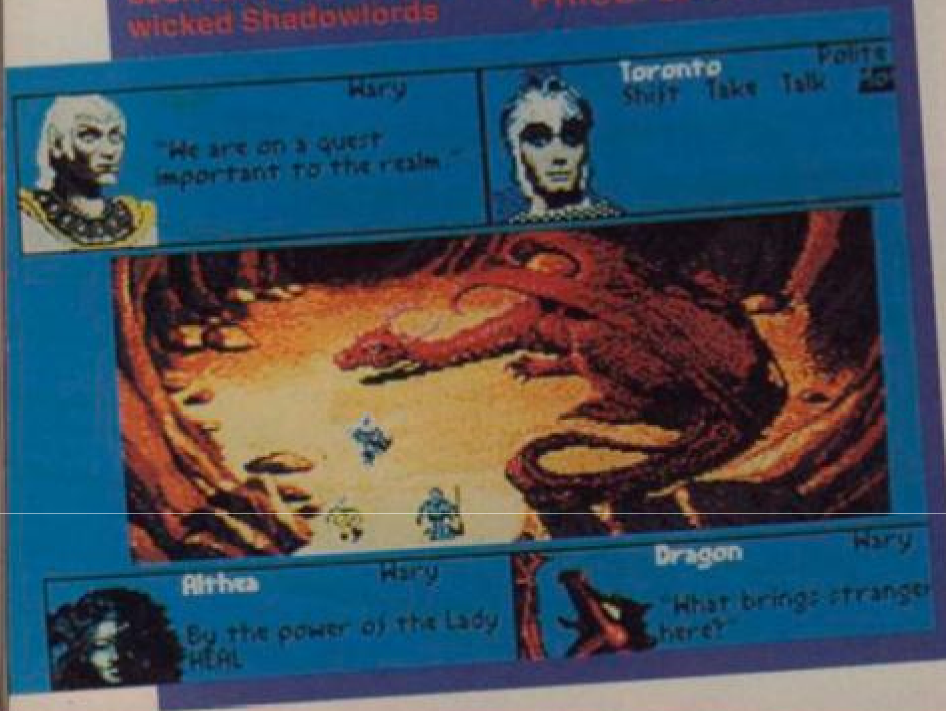
Dirk	20	Halberd
Throwing Dagger	180	

SWORD OF TWILIGHT
ELECTRONIC ARTS

Fed up with role-playing games that only let one player take part? Well, Sword Of Twilight is a multi-player game which lets up to three people play independently. It's been written by Freefall Associates, the authors of Archon, and features eight parallel worlds connected by a magic road. Seven of them have been taken over by the wicked Shadowlords and it's your job to find an enchanted sword in each of them and return them to their original rock. Many of the game's characters have memories and opinions - if you like you can even stop and have a chat with them!

The lands have their own times and tides, there's an action combat feature and plenty of magic to get the hang of. Sound good? More news as and when we get it.

RELEASE: AMIGA SEPTEMBER
PRICE: £24.99



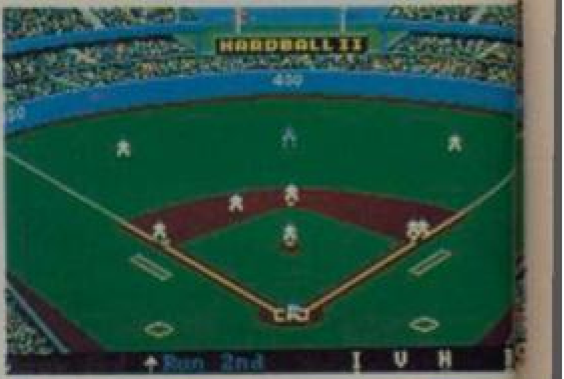
"We are on a quest important to the realm."

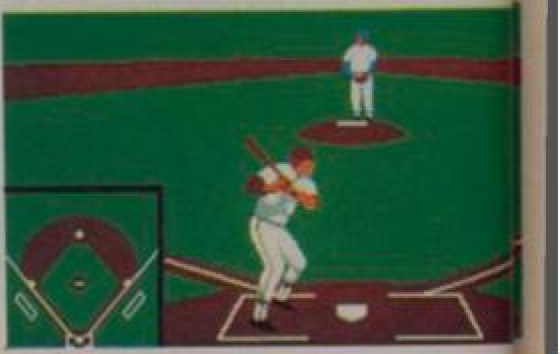
By the power of the Lady HEAL

"What brings strange here?"

HARDBALL II
ACCOLADE

Remember Hardball? Probably the most successful baseball game ever released on the 64? Even if you don't, Accolade are about to bowl you over with the sequel. The action centres around player selection decisions made from the Team Editor which gives loads of facts on every conceivable team statistic. The match itself features a wide variety of separately animated

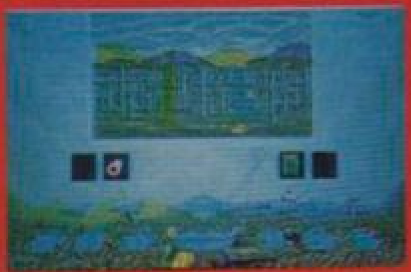


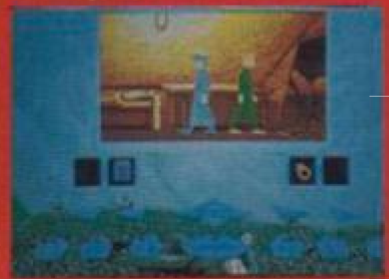


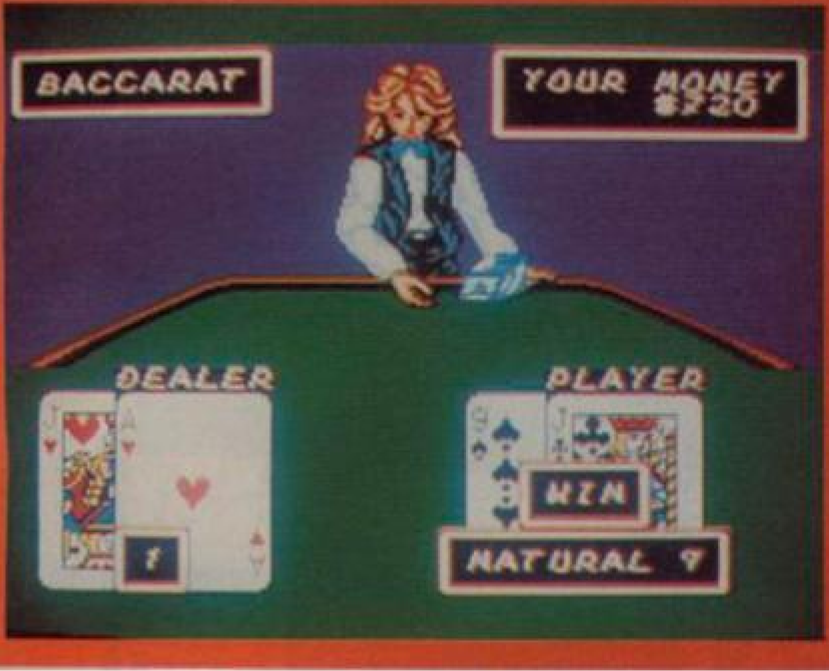
TIME
EMPIRE

Imagine the perfect android. OK - now you've got to create it. Easy? Well, it would be if you had all the right components. Trouble is, they're hidden in various time zones throughout the history of the Earth - lucky you had that rusty old time machine in the cupboard.

You can visit over 100 different locations, from the Circus Maximus to the Crimean War, and talk to up to sixty interactive characters. The adventure is icon-driven so you can pick up, drop and examine objects without having to type in







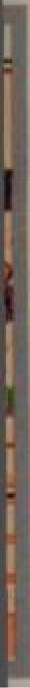
CASINO GAMES

SEGA

Ever wished you had bags of money, just so you could gamble it all away on some flash casino table? Nope. Nor have we. Gambling without losing a penny on the other hand - now that sounds more like it. And would you believe it, folks, here's a game which lets you do just that.

Whether you're addicted to Roulette, Baccarat or some other like-mindedly frivolous way of wasting your money, Sega have the game for you. Just stick your cash on the table, make your bet and you're ready to roll. So petez la fesse and allons-y! Casino fans watch out for a review in the next C+VG.

RELEASE: NOVEMBER
PRICE: £24.95



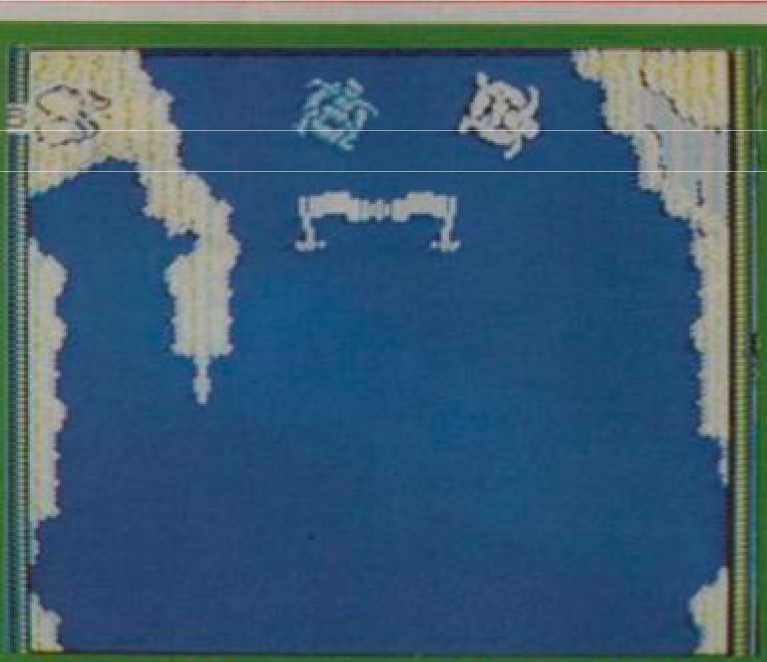
movements: diving saves, pitching, batting, headfirst slides - the lot. A whole bunch of different camera angles and three other vantage points allow the action to be viewed from almost any position. With all these improvements, all Hardball II needs is the playability of Hardball. If it's got that, Accolade just can't lose.

RELEASE: PC AMIGA ST NOVEMBER C64 DECEMBER
PRICE: 8 BIT FORMATS £16.99 16 BIT FORMATS £24.99

a single word.

You can see from the screenshots that the graphics look outstanding. As for what we think of the gameplay - you'll just have to wait for the review.

RELEASE: AMIGA ST OCTOBER
PRICE: £29.99



TOOBIN'

DOMARK

Apparently, the coolest way to chill out on a Summer's day in the US of A is to get down to yo' local water hole, inflate an ole inner-toob then ride the waves on it. Tengen turned the craze into a hit coin-op and now Domark are in the process of converting it to the home micros.

The game stars two toobers, Bif and Jet, who paddle their way down various vertically scrolling rivers, scoring points by diving through gates and picking up treasure. Toobin' is a hazardous business, though, and the guys have to avoid thorn bushes, logs and various riverside foes who threaten to puncture their steeds and send them to the bottom. The coin-op is terrific fun, and the early Spectrum demo pictured here looks very promising. So, watch these pages for some good news very soon, you Toobin' fans.

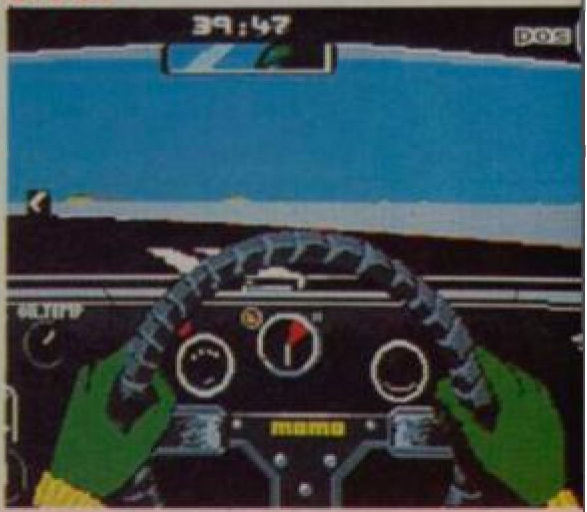
RELEASE: ALL FORMATS NOVEMBER 8TH
PRICE: AMIGA ST £19.99 C64 SPEC AMS £9.99

FAST LANE

ARTRONIC

Driving games might be ten a penny these days, but Artronic (formerly Cascade) reckon that this sports car simulation of theirs will be the most accurate game of its type. So expect terribly fast graphics and lots of ooh-gosh-I-almost-rolled-the-ruddy-thing-then thrills. The objective is fairly clear cut - just put your foot to the floor and make sure you win the sports car racing drivers championship. Don't you just love simplicity?

RELEASE: ST, AMIGA SEPTEMBER
PRICE: ST AMIGA £19.99

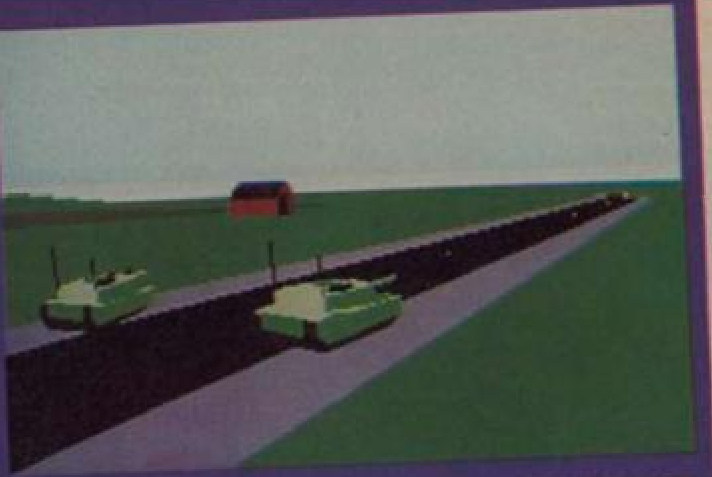


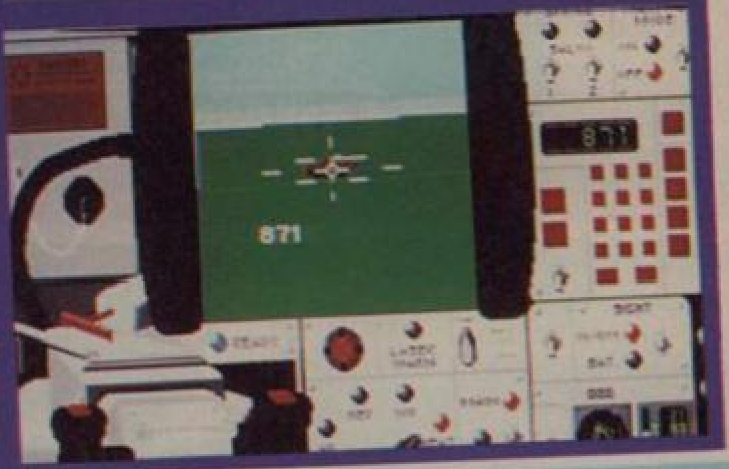
M1 TANK PLATOON

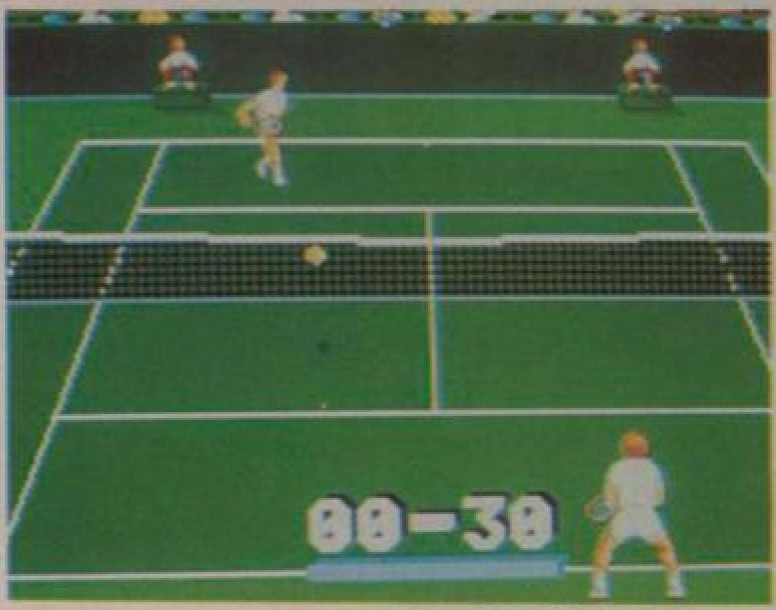
MICROPROSE

There've been a spate of tank games trundling over from America during the past few months, but Microprose's promises to be not only the best tank simulation around, but also the best Microprose game yet. Their undoubted mastery of combat simulation programming has been concentrated on the M1 Abrams tank, which you can drive over the usual 3D warzones, taking out hostile jets, helicopters, infantry and artillery. What sets this game apart from the crowd is the control method, which lets you move between the four control stations (driver, gunner, etc) of not just one tank, but four! Apparently, tanks always travel in platoons of four, so designer Arnold Hendrick thought anything less would make the game unrealistic! So, as well as blamming the polygons off enemy vehicles, there's lots of strategy involved too. Next month we'll be reviewing the PC version which will be out first. Other versions are bound to arrive soon, but at present Microprose have no firm dates or prices

RELEASE: PC
PRICE: PC £39.95







GREAT COURTS TENNIS

UBISOFT

Here's another tennis game that's sort of missed the boat as far as British tennis fever goes. Still, from the looks of things this one is certainly more likely to get you in Fred Perry mode than Imageworks' disappointing Passing Shot (reviewed this issue). As well as being able to play in tournaments against the ture element to the game in that certain tasks require certain objects to complete them. Certainly sounds like it's worth looking forward to.

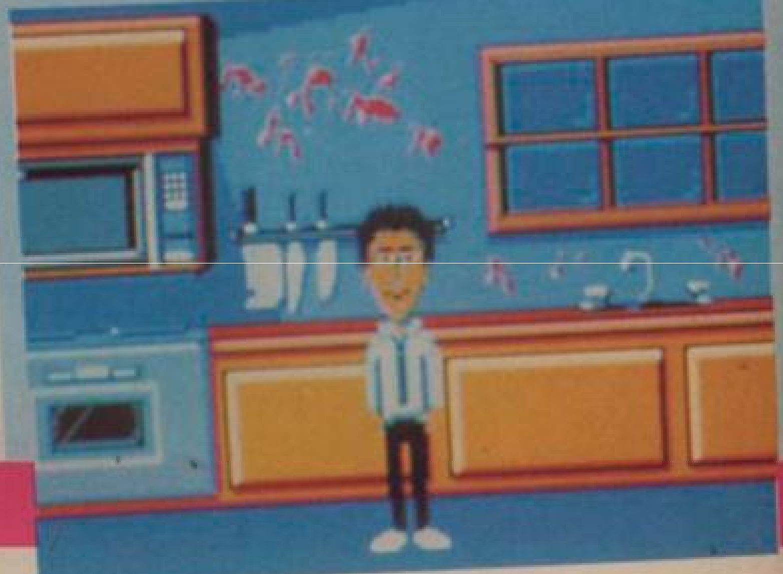
RELEASE: AMIGA ST OCTOBER
PRICE: AMIGA ST £24.99

MANIAC MANSION

US GOLD/LUCASFILM

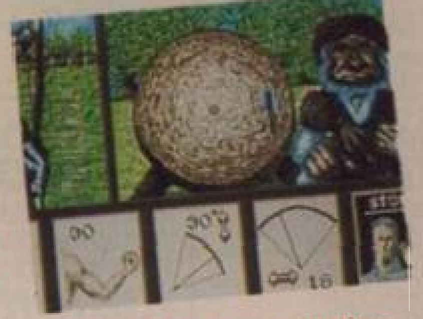
This, Lucasfilm's first cartoon adventure (Indiana Jones and the Last Crusade being the latest) didn't get the success it deserved when Activision originally released it on the C64 a couple of years back, mainly because it was a disk-only product. No such setbacks should trouble the ST and Amiga versions which US Gold are releasing soon. The game is a menu-driven animated adventure which puts you in control of four kids on a mission to rescue a kidnapped friend from a crazy scientist and his ugly sister. The plot is a wacky sort of cross between The Rocky Horror Show and an episode of Scooby Doo, only stranger. If you liked Zak McKracken and the Alien Mindbenders, this is definitely one to check out.

RELEASE: ST AMIGA SEPTEMBER
PRICE £24.99

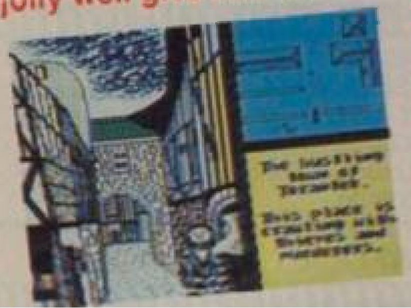


IRON LORD

UBISOFT



Probably the most frequently previewed game in history, this seems to have been crossing the Channel since the year dot, but no, honestly, it's here at last, for sure. It's a medieval adventurey, arcadey, strategy-y sort of game, in which you, a brave and noble king, come home from a crusade to find your mean uncle has usurped your throne and pinched your cash! The cheek of the fellah! Your job is to find and raise an army then jolly well give him what for! In between cajoling information out of strangers in taverns, you get to take part in some smart arcade sequences, such as an archery contest and an unusual 3D sword fight which gives you a "through the visor" view of your opponent as he hacks your limbs off. We've played a not-quite-finished version and reckon Iron Lord has probably been worth the wait. Look out for it.



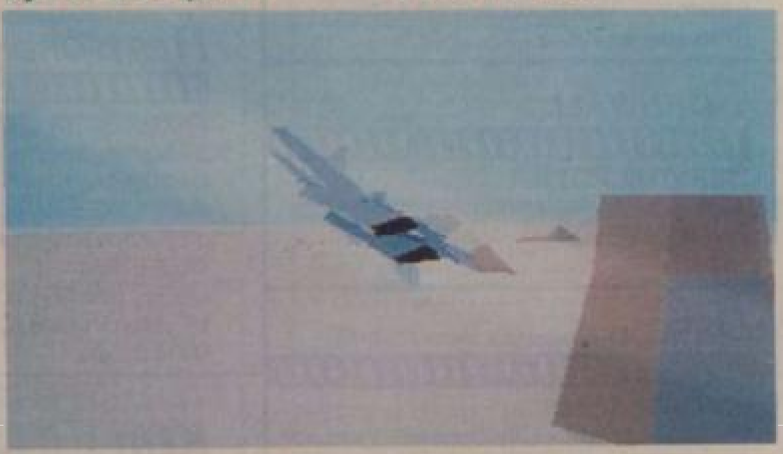
RELEASE: ALL FORMATS OCTOBER
PRICE: ST AMIGA PC £29.99 SPECTRUM DISK £14.99 AMSTRAD C64 £9.99

F-29 RETALIATOR

OCEAN

Phew-ee! As if there weren't enough combat flight simulators on the 16 bit machines! Well, Ocean reckon there's room on the bandwagon for one more title, and this is it. In Retaliator you can take either the fictional F-29 of the title or an Advanced Tactical Fighter up for a spin, pop off a couple of Sidewinders and wave goodbye to a couple of enemy jets as they move downstairs. The four different battle locations are packed with trains, trucks, mountains, factories, oil refineries, bridges and tanks all crying out to be bombed. The 3D graphics are some of the best we've seen in a game like this, but whether the gameplay is of a similar standard, we'll just have to wait and see. The Amiga version is due first, but expect other versions to follow.

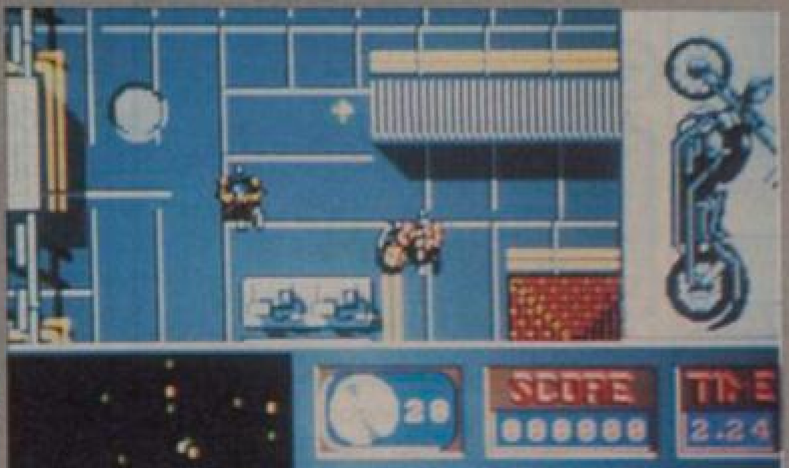
RELEASE: AMIGA DECEMBER
PRICE: TBA

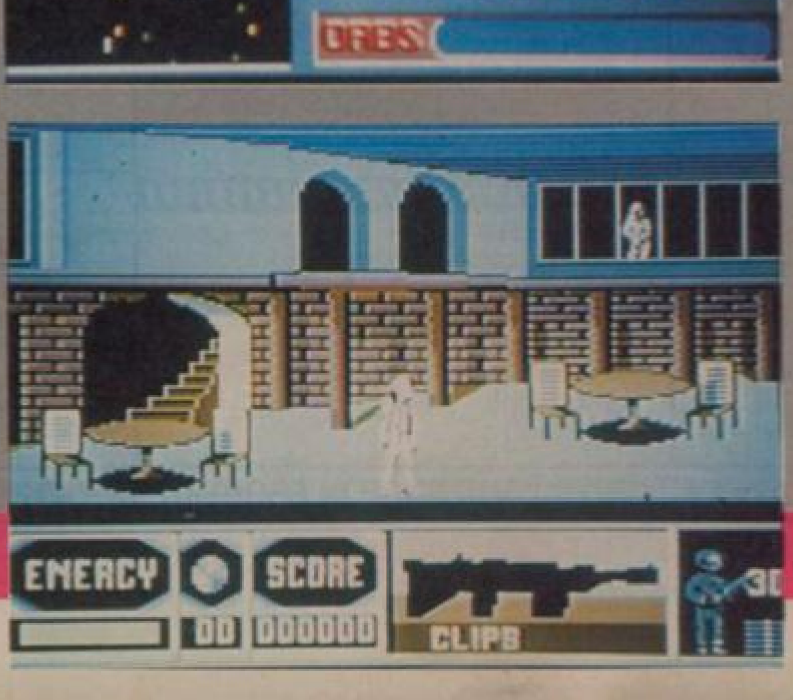


MOONWALKER

US GOLD

You've seen the film (oh, you lucky people), you've seen it again on video (oh, you crazy people), you've got the T-shirt somewhere and you've got the book propping up that dodgy table leg. NOW play the game! US Gold are the people behind this expensive license, and have surprised a few cynics by turning the rather shaky movie into quite a nifty arcade adventure. The game follows the plot of the film, which in case you're not familiar with it, involves Michael Jackson, im-powered with astro-magic, trying to foil the plans of drug baron, Mr Big and his vile hench-people who are trying to pervert the youth of America with their noxious substances. The player takes control of Michael in the same multitude of magical forms (very fast car, large spaceship, and of course rich pop star) he used in the film, which should at least mean lots of variety. It'll be one of the products US Gold will be showing off at the PC show, so we should have a review for you next issue.





RELEASE: ALL FORMATS, SEPTEMBER
PRICE: AMIGA £24.99 ST £19.99 SPECTRUM C64 AMSTRAD £9.99

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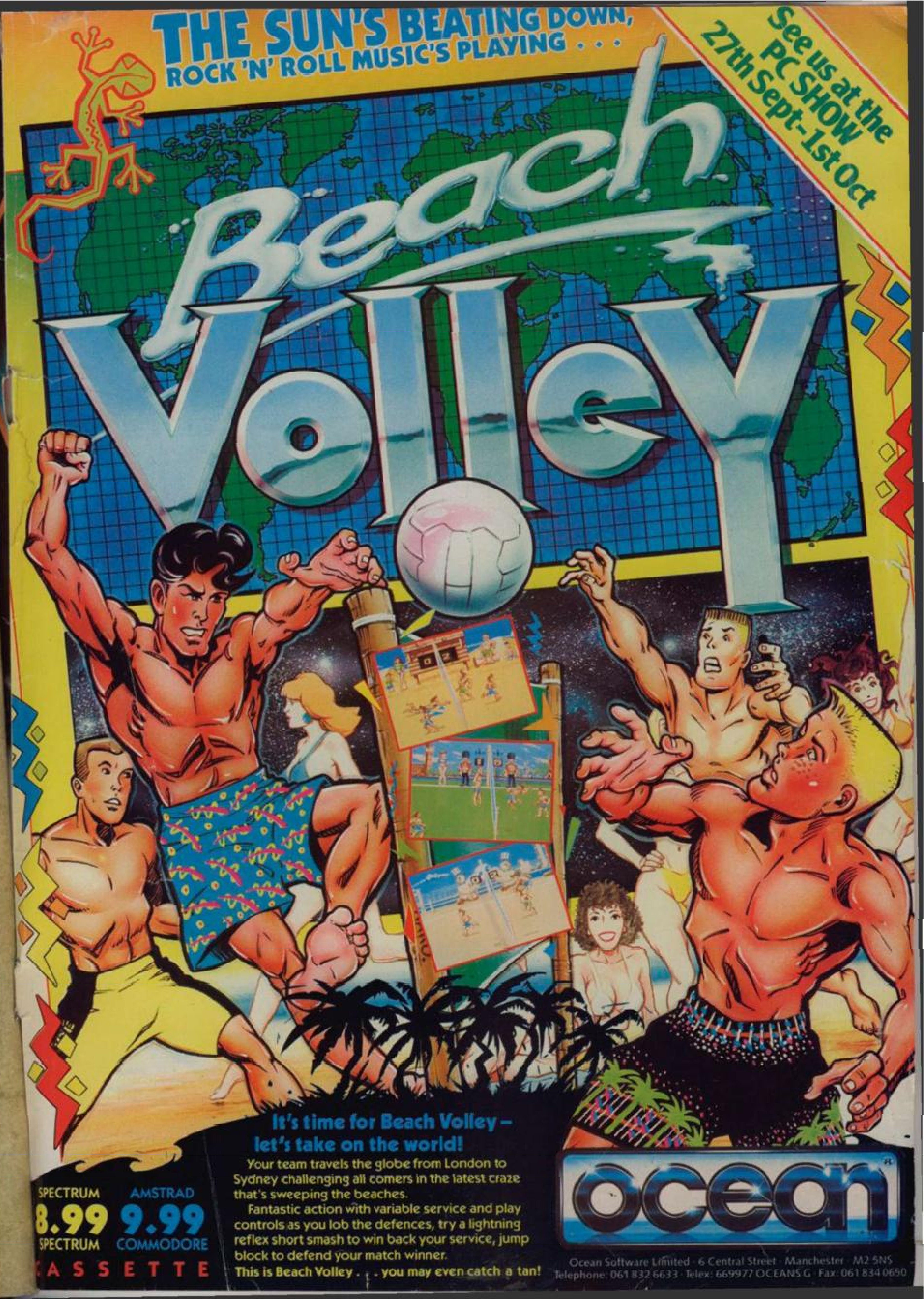
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